

Web Design – Syllabus

Instructor

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Classroom: 1304 Office: 1415

Objective

This is an introductory class that will teach you the basics of Web page and Web site design and allow you to create several working projects along the way. This class will teach you the “hard” skills – tools to create pages and responsive webpages, and the “soft” skills – the know-how and way-of thinking to approach and solve problems, to interact with others, be self-driven, etc.

Skills and Prerequisites

The class does not require any prior knowledge or experience in web page or site design. It expects the basic ability to work with a computer: word processing and typing, files and folders, naming and renaming, copy and pasting, etc. It expects students to be familiar with saving and opening files, navigating the internet and web sites, and downloading files. We will make sure to go over these things at the beginning of semester to refresh for the class and ensure we’re all on the same page.

Materials

Most of the work will be done on a computer in class and there may be very few assignments for home. Some of the take-home assignments may require access to a computer; please talk to the teacher if you don’t have easy access to one. Other than that, you’ll need: 1. A composition notebook 80 or 100 pages for bell work and journaling in class. 2. Writing utensils

Course Policies:

Courtesy and Behavior

- This is a CTE (Career and Technical Education) course, focusing on *career skills and professionalism*, and strives to give a real-world experience. Treat the classroom as your work environment where you practice *professionalism*.
- Please be respectful and courteous to your fellow students(coworkers), your teacher(supervisor/manager), and your workspace(office).
- Computer lab policies apply in this class. No food and drink are allowed around the computers. Please take care of the equipment; it is here to allow you and others to learn.
- Classroom computers should be used for Web design related work. Playing games, accessing social media, or other non-academic activities on the computer are not allowed.
- No phone or personal electronics (game devices) use in class. If seen using during work time, the device will live in teacher’s desk for the rest of the period. Repeated uses will result in parent contact and referral to the administration.
- No headphones, except during individual work time on projects or specific assignments.

- Personal laptop or tablet use for classwork need to get pre-approval from the teacher.
- During lecture time, eyes/ears are on the instructor.
- Questions are encouraged in this class; don't hesitate to ask at any time.

Honesty

- Cheating will not be tolerated; school policies apply in full. If caught copying someone else's work, you will receive 0 on that assignment or quiz.
- Looking at information online is OK
- Brainstorming with a friend is OK
- Having your friend teach you a new method is OK
- You **MUST** write all your own code
- You **MUST** be able to explain anything you have written
- You **CANNOT** copy a classmate's work
- Violations will be reported to the administration
- All content you create text, images, etc. must be school appropriate. You will receive 0 on an assignment that violates this policy will result in email home and referral to the administration.
- All content you use must be your own work, public domain, or properly linked to the source or quote a source. If you are not sure, ask teacher.

Assignments/Projects and Quizzes

- One day late assignments will lose 20% of the grade; two-day late assignments will lose 50% of the grade. Assignments later than that will not receive any credit.
- Assignments that are not homework will be checked in class by the teacher. An assignment must be checked by end of class unless otherwise specified.
- Students are expected to be present for all quizzes. Make-up quizzes will only be given in the event of an emergency, and only if the instructor is informed in advance. Failure to notify the instructor prior to missing a quiz will result in a zero for the quiz. Make-up quizzes will be given during lab time.

Seating and Absence Policy

- You are expected to be in class every day. The class moves quickly, and your attendance is not only mandatory, but essential for you to do well. If you are sick or otherwise must be absent, make sure you get notes from classmates or talk to the teacher.
- For days you miss, you'll be given appropriate time to catch up and turn in projects/assignments (typically one day for each day missed) for full credit.

Attendance & tardy policy

- Skyline High School attendance and tardy policies apply in full – read them in handbook if you need a refresher.

Software

- Notepad++ or any text editor to edit your pages
- Edge, Firefox, and/or Google Chrome Browsers

Grading

This course consists of lectures, assignments, quizzes and a final project. You will be evaluated on:

- **10% Attendance, class participation and journal checks**
 - Stay on task, follow classroom procedures, answer questions & join the discussions, and you should have no problem getting most or all these points.
- **30% Assignments/Small Projects**
 - Homework and in-class assignments.
- **20% Quizzes (expected to be one per module)**
 - There will be review days and study guides will also be available before quiz days.
- **40% Projects**
 - Ample time provided in-class but will likely require outside work.

93.00-100%	= A	77 – 79.99%	= C+
92.99- 90%	= A-	73 – 76.99%	= C
87-89.99%	= B+	70 – 72.99%	= C-
83- 86.99%	= B	67 – 69.99%	= D+
80- 82.99%	= B-	60 – 66.99%	= D
		Below 60%	= F

Most of your assignments will require a computer and are designed to fit in class time. Some of the work on your big projects will be outside of class time, though you will be given time in class throughout the semester to work on it. You may have some assignments that don't require a computer, usually as homework.

Grades are your responsibility. You will take the initiative to find out what was covered on a day you were absent and make up the required work.

Course Scope and Sequence (Subject to change)

This is a semester long class composed of several modules. Additionally, we will have "Focus/Culture Topic Days" within each module to add some variety and bring up other interesting aspects of website design. We may vary from the following outline.

Unit #	Unit Title	Weeks
0	Introduction to Web Technologies	1
1	HTML basics	2
2	HTML lists and tables	2

Unit #	Unit Title	Weeks
3	Design Concepts	2
4	CSS basics	3
5	Advanced CSS	2
6	Final Project	3

CTE Dual Credit:

This course is approved by Bellevue College for students who demonstrate proficiency of the college course competencies with a ‘B’ (3.0) or better grade, may be eligible to earn college credit through the Dual Credit program. During the semester, all the college competencies will be covered. Students must register online using the statewide enrollment and reporting system <https://www.ctesers.org/> and are required to pay a non-refundable \$46 annual consortium fee to earn college credit through the Dual Credit program(<https://www.pnwcollegecredit.org/>). Students MUST register for dual credit while they are enrolled in the high school course. They will get instructions on how to register during a class period in the middle of semester.

Questions? Contact the College and career Specialists at Skyline: KingC@issaquah.wednet.edu, HaselfeldM@issaquah.wednet.edu