

WEB DESIGN 2

UNIT 1: Safety

1. Demonstrate knowledge of an emergency plan.
2. Identify methods to train employees in safety practices and procedures.
3. Identify major causes of work related accidents and methods to reduce those accidents.
4. Identify good work attitudes that affect safety on the job.
5. Identify potential abuse and unethical uses of computers and networks.
6. Describe the threat of viruses to a computer network, methods of avoiding attacks, and options in dealing with a virus attack.

UNIT 2: Advanced HTML tools

1. Define and state the purpose of advanced HTML tools such as tables, forms, frames, animation, cascading style sheets, etc.
2. Create and test an HTML document that displays two or more HTML files.
3. Create and test an HTML document that uses tables to organize and display information.
4. Create and test an HTML document that contains a form with text boxes, option buttons, and check boxes.
5. Identify, insert, and test various programming options designed to accompany HTML (such as Common Gateway Interface [CGI], JAVA, JavaScript, Applets, XML, XHTML, ASP, and SQL).
6. Develop a Web-based resource directory of sites that instruct and support users of advanced HTML tools.

UNIT 3: Implementing and maintaining websites.

1. Define terminology associated with implementing and maintaining a Web page such as posting, hosting, uploading, Web server, Web server software, Hypertext Transfer Protocol (HTTP), Web designer, Webmaster, File Transfer Protocol (FTP), domain name, INterNIC.
2. Explain the domain naming system.
3. Develop a plan for uploading a Web page.
4. Identify and describe various methods of publicizing and promoting a new Web page including e-mail, print media, search engines and directories, meta tags, head tags, links from other sites.
5. Identify and describe the tasks performed by a Web designer.
6. Identify and describe the major features of an effective Web page tracking system.

UNIT 4: Advanced Web Development

1. Identify MIME (content) types.
2. Discuss Web site server security.
3. Describe Internet naming conventions (DNS).
4. Identify accessibility issues (browser, ADA, etc.).
5. Test and validate Web sites.

UNIT 5: Formatting pages with templates and style sheets.

1. Complete a basic website layout based on templates.
2. Complete a basic website layout using tables.
3. Apply styles to web pages.

UNIT 6: Website interactivity.

1. Create JavaScript image swaps.
2. Add Flash components to web pages.
3. Create pop-up messages.

UNIT 7: Web effects with Photoshop

1. Create layouts with Photoshop.
2. Create web tabs with Photoshop.
3. Create high-end web designs with Photoshop.
4. Create image maps with Photoshop.

UNIT 8: Complete an original website

1. Complete an original website.
2. Test, analyze and refine website.