

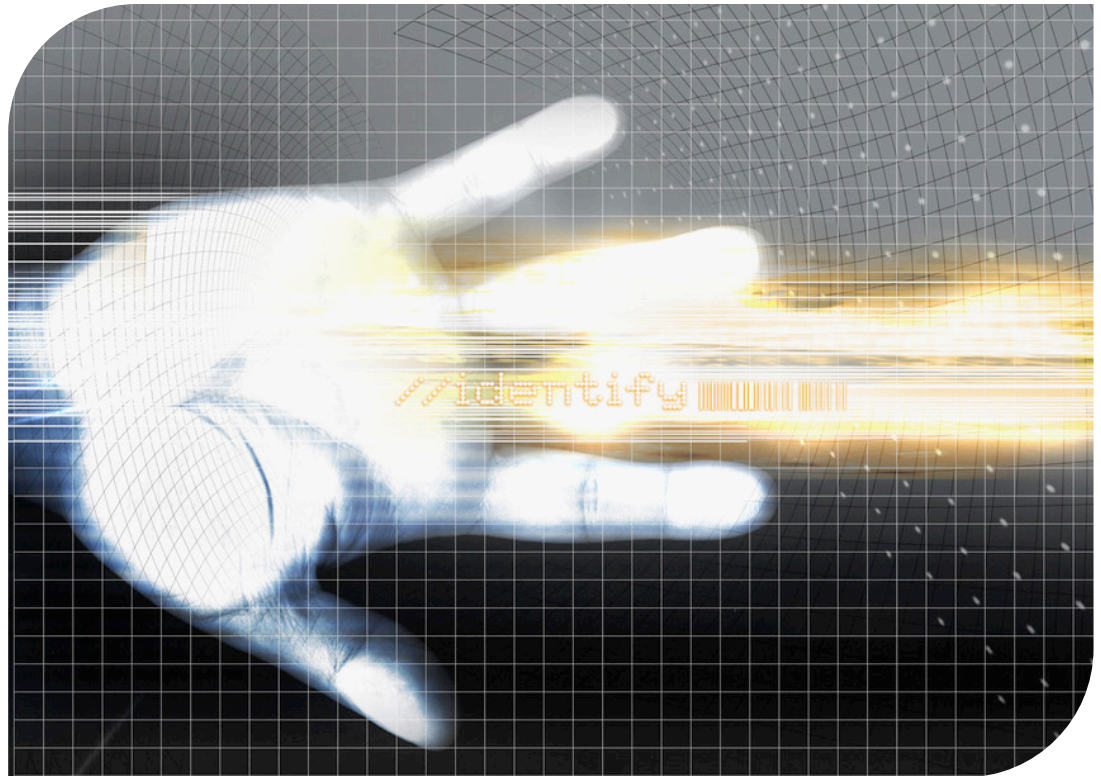


# Web Design & Interactive Websites

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Students will receive credit for two half-credit courses

WD 35S & IW 35S



## Course Description

In this course we will focus on the principles of web design from writing valid XHTML & CSS code to proper design of graphics for use on the web. This course is broken into 4 units:

Unit 1: Introduction to the World Wide Web (2 Weeks)

Unit 2: Basic XHTML Coding - (5 Weeks)

Unit 3: Basic & Advanced CSS - (5 Weeks)

Unit 4: Interactive Sites - Dreamweaver (6 weeks)

## Expectations

- Students will arrive at class on time and be prepared to work each day.
- Students will be active participants in class discussions.
- Students will work appropriately during work periods.
- Students will exhibit a positive attitude and behave in an appropriate manner.
- Students will respect their peers, teachers, and all equipment in the lab.

Meeting these expectations will ensure that everyone enjoys the experience of taking this class.

## Security

Your user ID is yours and yours alone. Do not share it with other students as it may result in you taking the blame for actions carried out under your account.

Sharing your password also increases the risk of losing your files.

“One machine can do the work of fifty ordinary people but no machine can do the work of one extraordinary person.

- Elbert Hubbard

## Acceptable Use Policy

As a condition for using computers in our school you have all signed and agreed to our acceptable use policy. Any attempt to circumvent security measures or to access materials deemed inappropriate by the school or school division will result in immediate suspension of computer privileges and possibly other consequences which may include suspension, loss of credit expulsion or even intervention by

## Cell Phone Use

In accordance with the school's cell phone use policy, if a cell phone is visible in class you will be suspended for the remainder of the day and the following day of school. Don't take chances... Put your phone away and only use it before or after school or at lunch.

## The Rules



1. Students are not allowed in the lab unsupervised.

2. Food and drinks are not permitted in the computer lab.

3. Music is only allowed if brought in on compact disk or an MP3 player. Music is not to be loaded on school computers or listened to during instruction.

4. Games are not permitted for any reason. This includes online games and those brought in on flash drives or disks.

5. All equipment must be treated with respect. Do not deface or destroy any equipment in any way.

6. Keep your voice at a reasonable level and do not roll around the room on your chair. These actions will make the class more enjoyable for everyone.

7. Always leave your workstation tidy. Your parents don't work here and so you should pick up after yourself.



## Evaluation

The assignments in this course offer students an opportunity to be creative and different, while implementing the skills and knowledge learned in the course. The mark breakdown is listed below:

Assignments.....	(75%)
Final Project.....	(25%)

- In place of an exam, a final project will be completed in class during the final 2 weeks and a final keyboarding assessment will be given.
- Students who miss assignment deadlines will receive a mark of "0" until such a time that the missing work is submitted and graded (with late penalty).
- Parents and students may check progress at anytime by visiting <http://ps.sjsd.net>