



Course Title: Web Design II
Credit(s): One Credit, One Semester
Teacher: Mr. Todd Iwema
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COURSE DESCRIPTION:

Web Design II is a continuation of developing digital communication skills: design, communication, project management, and web technology. This project-based curriculum will allow students to work with rich media client websites. Each project follows the development process from planning to evaluation. Projects include cascading style sheets, programming language and the effect on Adobe web design, XML programming language, Town Website Project for Dreamweaver, and developing and updating current Lake Central Web pages.

Prerequisite: Digital Communication Tools I - Web Design I
Grade Level: 10 - 12

TEXTBOOK RESOURCES:

Adobe Dreamweaver CS3 - TEXT – Adobe Dreamweaver CS3 Revealed
Adobe Fireworks CS3 - TEXT – The Web Collection Revealed – Fireworks CS3
Text: *Jim Shuman, Adobe Flash CS3 Revealed, Course Technology, 2008.*
Software: Adobe Flash CS3 and Windows Vista will be used. Another operating system may be used, but students may notice some differences in the appearance of certain dialog boxes.
Handouts: Additional handouts may be required. Instructor will provide information on obtaining this material.

SUPPLIES:

Paper, Binder/Folder, Pen/Pencil
Suggestion: Jump drive for students to save work to take home upon completion of course.

LEARNING GOALS: UPON COMPLETION OF THIS COURSE STUDENTS WILL

Advanced understanding of HTML and CSS coding that is used in professional web design. - reviewing principles of good design and graphics utilizing Adobe Fireworks CS3 and Photoshop CS3. - Understanding how professionals use skills to strengthen communication with interaction and animation and using Flash to enhance a user's experience. - Interaction and animation for communication, taking a deeper look at audience and audience needs, and using Flash to enhance a website visitor's experience. - Communicate with the client by using the design document and evaluating websites in preparation for the design.

COURSE EXPECTATIONS:

The major objective is to have all students learn and be successful in this class. No student has the right to interfere in any way with my ability to teach and students to learn.

1. All students are expected to follow the outlined procedures as stated in the LCHS Code of Conduct
2. Students are to follow my classroom rules; a copy of these are passed out at the beginning of each semester to each student. A copy is on file with the high school office and also posted on my classroom wall.

GRADE DETERMINATION:

EXAMINATIONS/ASSESSMENTS	12	% OF GRADE
CLASSROOM PRODUCTION WORK	56	% OF GRADE
CLASSROOM PROJECTS	32	% OF GRADE

SEMESTER FORMULA:

FIRST NINE WEEKS	43	OF THE SEMESTER GRADE
SECOND NINE WEEKS	43	OF THE SEMESTER GRADE
FINAL EXAM	14	OF THE SEMESTER GRADE

LATE WORK POLICY:

Work must be turned in within one week of the due date to be accepted for full credit; 2nd week, points will be deducted according to number of points possible. When extended absences occur, the student needs to see me for a make-up plan agreed upon by both of us, to be completed in a timely fashion.

METHODS OF INSTRUCTION:

1. Lectures/Demonstrations: Important material from the text and outside sources will be covered in class. You should plan to take careful notes as not all material can be found in the texts or readings. Discussion is encouraged as is student-procured, outside material relevant to topics being covered.
2. Assignments: Skills Reviews, Project Builders, Design Project, Portfolio Project and other projects and readings will be periodically assigned to help support and supplement material found in the lessons. These assignments may require the application of various software applications.
3. Quizzes: Occasional scheduled or unscheduled quizzes will be given to help ensure you stay up with assigned material.
4. Exams: Three exams will be given. The exams will be closed book/note and will test assigned readings and material discussed in class. Review sheets will be provided before the exam day. The final exam will not be comprehensive in nature. However, the instructor reserves the right to retest on material that was not appropriately comprehended. These items will be noted on exam review sheets.
5. Internet Support: Check the class Web page for additional information about the software, or to post a question about this course.

GRADING SCALE

100 TO 92.5	=	A
89.5 - 92.49	=	A –
86.5 - 89.49	=	B +
82.5 - 86.49	=	B
79.5 - 82.49	=	B –
76.5 - 79.49	=	C +
72.5 - 76.49	=	C
69.5 - 72.49	=	C –
66.5 - 69.49	=	D +
62.5 - 66.49	=	D
59.5 - 62.49	=	D –
0 - 59.49	=	F

ADDITIONAL INFORMATION:

Grades will be determined by rounding the final averages - **.51 or higher will be rounded up and .50 or lower will be rounded down. The grade determination as listed above is an approximation of the percentage of the total grade. Grades from each category were totaled and divided by the number of points possible. Programs and book assignments are worth between 10 to 40 points each depending on the level of difficulty. Chapter tests are worth 100 points each.

COURSE OUTLINE

Getting Started with Adobe Flash CS3

- Understand the Adobe Flash CS3 workspace
- Open a document and play a movie
- Create and save a movie
- Work with the Timeline
- Distribute an Adobe Flash movie
- Plan an Application or a Web site

Drawing Objects in Adobe Flash

- Use the Flash drawing tools
- Select Objects and Apply Colors
- Work with drawn objects
- Work with text and text objects

Working with Symbols and Interactivity

- Work with layers and objects
- Create symbols and instances
- Work with Libraries
- Create buttons
- Assign actions to frames and buttons

Creating Animations

- Create frame-by-frame animations
- Create motion-tweened animation
- Work with motion guides
- Create animation effects
- Animate text

Review

- Review

Exam

- Exam

Creating Special Effects

- Create shape-tween animations
- Create a mask effect
- Add sounds
- Add scenes
- Create an animated navigation bar

Preparing and Publishing Movies

- Publish movies
- Reduce file size to optimize a movie
- Create a Preloader
- Use HTML Publish Settings

Importing and Modifying Graphics

- Understand and import graphics
- Break apart bitmaps and use bitmap fills
- Trace bitmap graphics
- Use imported graphics in a scene

Building Complex Animations

- Plan for complex movies and animations
- Create an animated graphic symbol
- Create a movie clip symbol
- Animate buttons with movie clip symbols
- Review

Review

- Review

Exam

- Exam

Using ActionScript

- Work with the Actions panel
- Work with targets and movie clip symbols
- Create interactive movie clip symbols
- Define variables
- Work with sound
- Specify synchronization options
- Use ActionScript with sound

Adding Sound and Video

- Work with video

Using Advanced ActionScript

- Create complex interactivity
- Use ActionScript to create external links
- Load new movies
- Work with conditional actions

Working with Behaviors and Components

- Work with Behaviors
- Work with Components

Review
Exam

- Review
- Exam