

COALINGA HIGH SCHOOL
Web Page Design 1 and 2 - 2019-2020 Syllabus



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Course Description

Web I

This course introduces students to the Internet and World Wide Web. Students will study the history of the Internet, search engines, Web design process, Web hosting services, color theory, graphics, and Web publishing. Students learn how to develop Web sites using Hypertext Markup Language version 5 (HTML5) and Cascading Style Sheets (CSS). Students learn to write code manually, use graphical user interface (GUI) authoring tools, insert optimized images, create hyperlinks, add tables, and create layouts for class portfolios

Web II

In this course students continue to learn how to develop Web sites using Hypertext Markup Language version 5 (HTML5) and Cascading Style Sheets (CSS). Students continue to learn and practice writing advanced code manually, use graphical user interface (GUI) authoring tools, create optimized images, create hyperlinks, add tables, forms, video, and audio to Web pages. Students also learn JavaScript and jQuery. Other topics include recognizing the importance of search engine optimization (SEO), color theory, typography, and implementing responsive web design (RWD). Throughout the course, students learn how Web sites are developed.

General Objectives

- Utilize web authoring software efficiently and effectively
- Utilize proper development techniques in planning and developing Websites
- Produce professional level Websites

Materials Needed

- A pen (or pencil) and paper for class notes
- A school issued gmail account for Canvas and access to our local network
- A school issued MacBook

There are no textbooks for these classes. All material is learned via lecture, the Web, in-class demonstrations, hands-on activities, and projects.

Behavior Standards/Consequences

The following class rules will be enforced:

- **Pay attention to the teacher** - No talking while the teacher is talking
- **Raise your hand for assistance** - Do not shout the teacher's name and please be patient
- **Work quietly** - Collaboration is encouraged, but class volume must stay low
- **Take care of computer equipment** - Do not change computer settings or delete files

Students are expected to arrive on time and follow school and class rules. Internet game playing, unauthorized Web surfing, and **changing computer settings are prohibited**. Absolutely no food or sodas are allowed. Students are expected and encouraged to communicate and assist one another while keeping class volume low.

Grading Policy

Units of the course will be graded based on the following criteria:

- Assignments
- Participation (Activities)
- Quizzes
- Tests
- Projects
- Professionalism

Points are given for assignments, quizzes, tests, and projects, and participation and professionalism. Grades are calculated based on points earned to total possible points.

Grading Scale	
A+	97-100
A	93-96
A-	90-92
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D+	67-69
D	63-66
D-	60-62
F+	57-59
F	53-56
F-	0-52

Homework Policy

There is generally no homework assigned in this class. You may be assigned videos to watch at home, but you have the option of quizzing and coding in class. The majority of handouts and assignments are class work. In case of absences, assignments are available on my website. It is the student's responsibility to get make up assignments and handouts. Make up work can be completed during lunch or after school (MacBook). I accept make up work until the end of the grading period