Web Page Design

GENERAL INFORMATION:

Hour	4th Hour
Room:	109
Instructor:	Shannon Kats
Texts:	Various Internet Resources
Prerequisite:	Graphic Design preferred but not required

COURSE DESCRIPTION:

This course is designed to give students additional experience and practice with the Macintosh computer. The students will apply the knowledge of design into creating documents with Adobe PhotoShop and creating a web page with Adobe DreamWeaver. They will create their own web page complete with color, animation, links, and other special effects.

The students will also explore multimedia as they use the iMovie program. They will create music with the GarageBand program, and will work with podcasting. They will use graphics they design in Adobe Illustrator.

Throughout the class, students will also become familiar with using digital cameras, digital camcorders, LCD projectors, and microphones.

COURSE OBJECTIVES:

1. To use the proper language and vocabulary associated with computers.
2. To master the navigation tools of the DreamWeaver program.
3. To utilize special effects to create DreamWeaver web pages.
4. To create a video using iMovie.
5. To search the Internet with directories and keywords.
6. To create music using the GarageBand program.
7. To create and upload a podcast.
8. To use cameras, camcorders, and microphones to implement sound and images into multimedia documents.
9. To create graphics in Adobe Illustrator.
10. To create animated characters through cartoon animation.

METHOD OF INSTRUCTION:

This course will be taught through a variety of methods including lecture, class discussions, demonstration, hands-on guided practice, cooperative learning, and independent practice.

METHOD OF EVALUATION:

Students' grades will be determined by total points at the end of each grading period. Final grades will include point values from daily assignments, homework, quizzes, and both objective and application exams.

Most daily assignments will be due at the beginning of the hour the next day unless otherwise specified by the teacher. Any assignment that is turned in late will be worth only 1/2 credit. An incomplete assignment

that is handed in will be graded as if it were complete. Late assignments will be accepted for one week after the date it was assigned. After this time, any assignment that is not handed in will be recorded as a zero in the gradebook.

If a student is absent from school, the student has two days to make up any assignments or tests that were missed. Any assignment or test that is not made up during these five days will be counted as a 0 in the gradebook, unless the teacher determines otherwise.

Students who complete assignments early and have time left in class may work on make-up work or other homework as long as they keep busy and are not disruptive. Those students who do not have other things to work on will be assigned work to do which may include typing, creating documents, or internet searches. Students will receive credit for the work they do, so should do their best to complete them correctly.

The grading scale is as follows:

100 - 98	A+	79 - 77	C+
97 - 94	A	76 - 73	C
93 - 90	A-	72 - 70	C-
89 - 87	B+	69 - 67	D+
86 - 83	B	66 - 63	D
82 - 80	B-	62 - 60	D-
		59 - 0	F

DAILY REQUIREMENTS:
Each student should bring the following items to class each day:
1. Pencil
2. Textbook
3. Completed assignments
4. Notebook for notetaking

CLASS EXPECTATIONS:
Students are expected to take an active role in their learning of computers. I am here to assist each student in doing the best they can, but it is up to each individual student to put forth the effort.

In addition to learning, students must also be responsible for their behavior. Any student who breaks the rules will be dealt with according to the Assertive Discipline Policy. The following rules are those listed in that policy:

1. Follow my directions.
2. Be in your assigned seat or area ready to work when the tardy bell finishes its ring.
3. Bring necessary equipment to class every day.
4. Keep hands, feet, books, and objects to yourself.
5. There will be no swearing, cruel teasing, rude gestures, or put-downs. Nor shall there be any talking above a classroom voice.

These additional rules must also be followed in the computer lab:

1. No food or drinks are allowed in the computer room.
2. Students must take care of all computer equipment and adding machines in the room.
3. Each student is responsible for cleaning up his/her workplace before leaving the room.