

Frederick County Career and Technology Center
Course Syllabus
Web Technology and Interactive Media
2022-2023

CLASS BEGINS: 08-17-2022	CLASS ENDS: 06-01-2023	DAYS OF INSTRUCTION: 180 days
INSTRUCTOR INFORMATION:		
NAME: Kimberly Csulak	CLASSROOM: 166	
EMAIL: Kimberly.Csulak@fcps.org	PHONE: 240-236-8506 (Voice mail only during school hours)	
WORK HOURS: 8:30am – 2:30pm	Calls returned during non-class/meeting times	
COURSE INFORMATION:		
COURSE: Web Technology and Interactive Media	CREDITS: 4 FCPS	
COURSE DESCRIPTION: In this class students learn how to operate the programs that are used daily by web development companies. The programs of choice by web designers for construction of websites and animation are Photoshop, Dreamweaver, CSS, JavaScript, along with programming languages to add functionality. By the end of this year you should have gained enough knowledge to continue your education in the area of web technology, and/or pursue a career as a full stack web developer with additional training.		
CORE LEARNING OUTCOMES: <ul style="list-style-type: none">• Explain the history of the web• Select the appropriate HTML tags to design a table layout site.• Explain the common webpage names and their use.• Gather data to identify customer requirements.• Select the appropriate toolbars in Dreamweaver to insert web content.• Select the appropriate tools in Photoshop to enhance and prepare imagery for use on webpages.• Create and refine webpage mockups.• Select the appropriate CSS tags/rules to design a responsive layout site.• Explain how to move files from the local machine to a web server.• Create and maintain CMS websites.• Use JavaScript to create simple scripts to enhance website performance.• Utilize python to code various programs.• Use all web related tools to create comprehensive websites.		
INSTRUCTIONAL METHODS: Lecture, Power Point presentations, Videos, demonstration, and many Hands-On activities through online instruction.		
COURSE ORGANIZATION: This course is divided into several learning units. Students are expected to review and complete all assignments. Class activities include: Step-by-Step instructional activities, daily warm up questions, projects, presentations, quizzes and tests.		
TEXTBOOK INFORMATION: No textbook is required. All materials are delivered through schoology and online resources.		
PROGRESS REPORT: Students will receive some form of written assessment of their progress at various times throughout the course. Grade reports will also be sent home for mid-term and end of term grades – see FCPS Calendar for grade report schedule. Progress can also be obtained 24 hours a day through the schoology online home access center .		

GRADING POLICY:

Tests/Papers/Projects	Percentage of Total Grade	Grade Scale
Professional Skills/Participation	10%	90 - 100 = A
Practical Skills	40%	80 - 89 = B
Tests/Quizzes	40%	70 - 79 = C
Warm-ups	10%	60 - 69 = D
TOTAL	100%	59 and below = F

STUDENT RESOURCES:

A variety of services are available to assist students in succeeding at CTC. Students can learn more about these services by reviewing the student handbook web page: <http://education.fcps.org/ctc>.

CLASS EXPECTATIONS:

Participation in class is required. There will be regular graded activities during class sessions. Students in this class are expected to assume responsibility for attending and participating fully in answering questions and class discussions. Students are expected to come to class prepared to participate. Active participation will enhance the student learning process. Disruptive or unprofessional behavior diminishes the learning environment for the entire class and will not be tolerated. Disruptive students will be spoken to, and calls home to parents will also take place. **Absence from a class does not excuse a student from completing assigned activities, assignments, quizzes, tests which will affect the overall grade.** It is the Student's responsibility to contact the teacher in order to create a plan to make-up work within an appropriate amount of time.

HOMEWORK POLICY:

There is no assigned homework in this course however the student is encouraged to work on all assignments outside of class time in order to meet the due date.

REQUIRED MATERIALS:

- Internet access at home
- 3 – 2" Loose-leaf Binders/notebook to keep any work or notes printed by the student
- Pens/Pencils/higher lighters
- USB to keep files necessary for class

SCHOOL ABBREVIATIONS:

= Excused

- The assignment has been excused and not expected to be completed; no impact on grade

= Incomplete

- Assignment still shows in overdue notifications, has no impact on grade, assignment still expected

= Missing

- The student was absent on the due date, counts as zero, assignment still expected; late assignments may be penalized

Blank =

- The grade for this assignment has not been entered yet, no impact on grade, a grade will soon be entered

0 = zero

- Student was present but did not turn in on due date, counts as zero, still expected; may be penalized

LATE WORK:

Late work will be accepted and graded. However, turning in late work is not professional and the student will not receive full credit on the Professional Skills assignment for the week the work was due.

ICAL OUTLINE:

This is 2 hours and 20 minutes each day. Working on the same topic for 2 hours is difficult to do. Below is a list of topics we will cover. We will often bounce from topic to topic.

1. Class Expectations and Introductions
2. Discussion of the Internet and its history (past, present and future)
3. HTML CODE
 - What it is and how it is used
 - Access and locating information about it
 - Practice using code to make ordered lists, unordered lists, paragraphs, heads, text, horizontal rules, tables and more...
 - Hypertext links
4. Web pages using HTML
 - The index page
 - How web pages operate
5. Adobe Photoshop
 - What it is and what it can do
 - Using the tools bar
 - Working with images
 - Working with text
 - Working with layers
 - Animated GIF's
6. Adobe Dreamweaver
 - What it does
 - Creating web pages and sites
 - Working with Cascading Style Sheets
 - HTML5 and CSS3
7. CSS
 - What it is and does
 - Proper syntax
 - CSS 3
8. Animate
 - Animation with CC2020
9. JavaScript
 - What it is and does
 - Simple scripts
10. Python
 - Types, Variables, and i/o
 - Branching, loops, strings, and tuples
 - Lists and dictionaries
 - Functions
 - Files and exceptions
11. Character Animation
12. Cybersecurity
13. Cumulative Project

NOTE: Your instructor reserves the right to make changes to this outline as needed and technology changes