PROGRAMME

SCHOOL	**B.H.I. XABIER ZUBIRI-MANTEO B.H.I.**								**CREDITS**						**YEAR**								
SUBJECT	*Mark-up Languages & Information Management Systems*														2017-2018								
LEVEL	**1 OSL**		**2 OSL**		**3 OSL**		**4 OSL**		**1 SG**		**2 SG**		JUNIOR VET		SENIOR VET	X							

0	**BASIC SKILLS ACHIEVED AT THE END OF THE COURSE** (put x)				
a)	Science, technology and health-culture related skills.		e)	Information treatment and digital technology skills.	x
b)	Self-learning skills.	x	f)	Social and civic skills.	
c)	Maths skills.		g)	Social and artistic and cultural skills.	
d)	Language and communication skills.		h)	Autonomy and entrepreneurship skills.	x

1 MINIMUM BASIC QUALIFICATIONS: LIST OF SKILLS

- Website development using both HTML and style sheets:
  - • Choosing HTML editors and web design tools.
  - • Installation and configuration.
  - • Specification of a project's requirements.
  - • Defining the organization chart and the structure of the pages of the project.
  - • Development of HTML web pages.
  - • Development of style sheets.
  - • Using client side scripting languages.
  - • Creation of client side dynamic web pages
  - • Using tools to validate pages.
  - • Integration of syndicable content channels.
  - • Using tools to validate content channels.
  - • Writing technical documentation.
  - • Identifying different web page publishing strategies.
  - • Publishing of projects.
- Creation of an XML document, definition of its validation schema, presentation and transformation using XSLT templates:
  - • Choosing tools for creating and transforming XML contents.
  - • Installation and configuration.
  - • Specification of a project's characteristics.
  - • Creation of XML documents.

• Creation of the structure and syntax of XML documents.

• Linking the descriptor to XML documents.

• Validation of the descriptor file using a browser's XML processor.

- Presentation of an XML document using style sheets.
- Transformation of an XML document using an XSLT template.

- Identifying products associated to a simulated enterprise environment's requirements. Installation, configuration, customization and integration of the tools of an information system:

• Modelling a simulated organization: type of organization, managed processes, enterprise resources used, owned information systems, etc. Specification of the main actions and improvement areas identified in the organizations systems planning. Specification of budget, resources and orientations at disposal.

• Identifying the variables that lead to a project's success.

• Search for enterprise systems that apply to established specifications.

• Selection of the solution and justifying it.

• Installation of the solution.

• Installing additional modules.

• Customizing tools to the simulated environment: corporate logo, listings and reports.

• Definition of permissions policy according to the organization's structure.

• Identifying integration ways for office suites, collaborative systems and communication.

• Identifying ways to import and export data.

• Generating a technical report and justifying a solution.

2	CONTENT TIMELINE (based on learning units)				
Hours	**1st Term**	**Hours**	**2nd Term**	**Hours**	**3rd Term**
1	TU0: Introduction	16	TU3: Javascript	23	TU6: Transformation of XML documents
16	TU1: Characteristics & Basic Concepts on Markup Languages	18	TU4: JQuery	10	TU7: Information Storage
23	TU2: Using Markup Languages in Web Environments	9	TU5: Defining Schemas & Dictionaries in XML	5	TU8: Syndication
				6	TU9: Enterprise management systems.

3	METHODOLOGY

The teacher will explain the concepts and evaluate procedures. The student must take the initiative in the search of knowledge of mark-up languages and information management systems. The process will be as follows:

- **Conceptual classes:** The theoretical concepts will be explained using the teacher's notes and other resources that will be described later on.

- **Procedural classes:** Students will make exercises and workshops in order to practice the knowledge previously acquired in concepts classes.

Working methods:
Depending on the type of work, some works will be done individually and others in teams. Each student will have a computer.

4	RESOURCES
COURSEBOOK:	PUBLISHER:
No book will be used. We will use the internet as the main source to explain concepts and search for exercises. We will use Moodle.	

5	FIRST FINAL EVALUATION

TOOLS AND TECHNICS:

Concepts:
Students will be tested through theoretical-practical exams.

Procedures:
Students will have to make exercises and/or projects.

Attitude:
The next points will be taken into account:

- Attitude towards the subject: Following the classes, taking part, etc.
- Being polite towards other students, teachers, etc.
- Attendance: Absences, punctuality, being able to work as a team, etc.

QUALIFYING CRITERIA:

In order to successfully pass the subject students will have to pass each of the parts: procedures, concepts and attitude.

Concepts
The grade for this part will be the result of the exam of the corresponding term.

Procedures
The exercises will need to meet a certain minimum criteria to be accepted. Those exercises that aren't accepted will have to be presented in a second deadline.

Some exercises will have a qualification and some others will only be accepted or rejected.

All the exercises must be accepted in order to pass the procedures part. The grade for this part will be obtained from the exercises and projects of each term.

Attitude

Attitude towards the subject: Attendance, taking part. **0,05 penalty.**
Good manners: Towards the teachers and other students. **0,05 penalty.**
Attendance: Absences. **0,05 penalty.** Punctuality **0,05 penalty.** Teamwork **0,05 penalty.**

Chatting and gaming are not allowed: **0,05 penalty.**
Surfing the internet is limited to when a teacher asks students to do so. **0,05 penalty.**

Unjustified failing to attend to visits to companies -0,25

When a student has less than 85% of attendance to the classes during each term, he/she will not be evaluated

using continuous evaluating methods. Also, if a student has 25 absences or more, all of the subjects will have a negative qualification and he/she will have to take those exams in the FIRST FINAL EVALUATION.						
QUALIFYING PERCENTAGES	**CONCEPTUAL**	**50%**	**PROCEDURAL**	**40%**	**ATTITUDE**	**10%**

5	**SECOND FINAL EVALUATION**

TOOLS AND TECHNICS:

Concepts
Theoretical-practical exam.

Procedures
All the projects must be presented.

QUALIFYING CRITERIA:

In order to qualify in the subject each part must be successfully passed: procedures, concepts and attitude.

Concepts
The grade will be that of the term's exam.

Procedures
THE GRADE WILL BE OBTAINED FROM THE PROJECT(S) DONE DURING THE COURSE.

QUALIFYING PERCENTAGES	**CONCEPTUAL**	**60%**	**PROCEDURAL**	**40%**	**ATTITUDE**	**0%**

6	**RETAKING AND SUPPORTING**

During the first and second terms evaluation system will be continuous and the retaking of those terms will be the correspondent part of the First Final Evaluation. These retakings will be held when the teachers from the department decide to do so, normally in the period of 15 days. The third term will be the First Final Evaluation and failing it means the student will have to retake it in the Second Final Evaluation. The Second Final Evaluation will be held in June and will contain those parts of the terms failed during the course.

The grade obtained in a retaking will be only 70% of the real grade. If the student passes the exam but the 70% is lesser than a 5, the grade will actually be a 5.

A student cannot retake a exam in order to rise the grade obtained previously.

No grades will be kept from a course to the next.

7	**REPEAT STUDENT TREATMENT**

The ICT department establishes the next rules for repeaters and their subjects:

- The teacher will call the students to a meeting and establish the next points:
  - How many exams the student has to take and the dates of those exams.
    - The students will have two exam calls: First Final Evaluation and Second Final Evaluation.
    - Repeat Students' First Final Evaluation will be taken before first year students' First Final Evaluation.
    - The Second Final Evaluation will be taken in June.
    - The First Final Evaluation will have two parts: The first part will be taken in December and the second part in January. The subjects from December's part will be taken out of the exam taken in January.
  - The subject's programme: Contents and qualifying criteria.
  - Qualifying criteria: Most of the grading percentage will come from the exams, but there may also be some exercises and workshops to be done.
  - Resources: The student will have the ICT department's resources to his/her disposal.
  - **The student may ask for the teachers help on the materia of the subject.**

PROGRAMME

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DEPARTAMENTO DE EDUCACIÓN UNIVERSIDADES E INVESTIGACIÓN

CONTENT TIMELINE AND SEQUENCE: SCHEDULE

SCHOOL	**I.E.S. XABIER ZUBIRI-MANTEO B.H.I.**	**CODE**	**12982**
VET COURSE	**Network computer system management**	**YEAR**	**GS**
SUBJECT	***Mark-up Languages & Information Management Systems***	**CREDITS**	

Note: For every learning unit there must be an 'x' in each block and month related to the unit. This way, the connections between the learning units and blocks are explained and the qualifications which will be obtained by the end of each unit.

BLOCKS									LEARNING UNITS TIMELINE	MONTHS										Hours
1B	2B	3B	4B	5B	6B	7B	8B	9B		SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	
X									**TU0: Introduction**	X										1
	X								**TU1: Characteristics & Basic Concepts on Markup Languages**	X	X									16
	X								**TU2: Using Markup Languages in Web Environments**		X	X								23
		X							**TU3: Javascript**			X	X							16
			X						**TU4: JQuery**				X	X						18
				X					**TU5: Defining Schemas & Dictionaries in XML**					X	X					9
					X				**TU6: Transformation of XML documents**							X	X			23
						X			**TU7: Information Storage**								X	X		10
							X		**TU8: Syndication**									X		5
								X	**TU9: Enterprise management systems.**									X	X	6
									TOTAL HOURS:											127

1B: Mark-up language's characteristics and basic concepts.
2B: Usage of mark-up languages in web environments.
3B: Web design with HTML5 + CSS3
4B: Adapt and transform XML documents
5B: Definition of XML schemas and dictionaries.
6B: Applying mark-up languages to content syndication.
7B: Data storage.
8B: Enterprise management systems
9B: JavaScript