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362-1755, x1755

Room: 187 or 189

**Welcome to Web Design I.**

This one-trimester course is designed to introduce students to the fundamentals of Web site design and creation. Organization and navigational design, visual layout, and selection of material will be covered.

Students will learn the HyperText Markup Language (HTML), beginning cascading style sheets (CSS) and will also work with the web authoring software application: Dreamweaver.

This is a hands-on course that requires time at a computer workstation to fulfill all class project objectives. In order to succeed, students may have to spend time after school in a computer lab.

A community service project involving the design and creation of a Web site is required.

**Topics covered in the course include:**

* HTML, a computer-based web language
* Beginning CSS, another computer-based web language
* Dreamweaver Web Design Software.
* Design Principles
* The importance of the audience
* The World Wide Web

In this course, we will discuss aspects of web design and you will work with a computer to put these ideas into practice. This practical work will open the door for you to learn html, CSS and Dreamweaver. This setting of daily mini lessons on many aspects of web site design and lots of hands on work creates a productive class for you to learn the fundamentals of web design and site creation.

The material is cumulative in many ways. In other words, much of the material you will learn later in the course builds on what you have to learn in the beginning of the course. So, you have to be ready to learn from the beginning to build a solid foundation.

**Grading:**

* Class work ethic 15%
* File management & organization 15%
* Assignments & Projects 70%

\*Late work loses some credit daily, but is still accepted within a reasonable time limit. The later the work is the more credit it loses.

**Class work ethic Guidelines:**

* Punctuality: Be on time to class prepared to listen, participate and learn.
* Be on time with your assignments.
* Stay focused and on task in class.
* Please let me know when you need to use the restroom. Sign OUT/IN sheet.
* Offer your ideas to the class in discussions and when you are trying to help a classmate solve a problem.
* Avoid unexcused absences
* Listen carefully during presentation of new ideas and discussions
* Be curious. That is a crucial ingredient to all learning.
* Abide by the school's computer network Acceptable Use Policy.
* Ask for help when you need it.
* Stay after school to keep pace with your work if necessary.

**Using the Pass to Leave Class:** Ask permission. Sign out. Do *not* leave class daily. Students leaving class daily are sending the teacher the message that they don’t have a very strong work ethic. Your grade will be affected as a result. You cannot learn if you are leaving class every day.

**The course text:**

**S:/HS/Student/Web%20Design/moriarty/webDesign/index.html**

**add it to your favorites since you will be spending a lot of time using it.**

**Troubleshooting:**

This is a very important life skill. Troubleshooting is the process through which one attempts to solve problems. In this class you will be solving web design problems. You may want to take notes on the troubleshooting you succeed with so that the next time you may quickly recall how the problem was solved.

For those who are interested in pursuing computers as a career, keeping notes on troubleshooting will develop the habit of documenting your work, an important skill when working with a team whether in a web design environment, a software writing environment or in a computer network analysis environment.

**Communication and submitting work:**

You are expected to use Groupwise to send assignments and receive information. Always include the assignment name in the subject field of the email.

**Grading Criteria**

**"A" work is extraordinary.**

It meets the due date deadline. It exceeds most criteria and requirements for all assignments, projects, and quizzes. The "A" project goes well beyond the minimum. Attention to detail is excellent in "A" work. The person who earns an "A" is always on task and focused in class and does not need to be reminded to get to work.

**In order to qualify to earn an "A", one must complete all of the assignments, including the community service project. Completing all of the assignments does not automatically give you an "A", but you cannot earn an "A" without completing all of the assignments.**

**"B" work is very good.**

It meets the due date deadline. It exceeds some and meets some of the criteria and requirements for all assignments, projects, and quizzes. The person who earns a "B" is on task and focused in class. Attention to detail in general is good.

**"C" work is average.**

It was submitted late. It meets the general requirements for all assignments, projects, and quizzes. "C" work shows that someone completed the minimum requirements on all assignments, projects, and quizzes. Attention to detail is adequate but not complete in "C" work. The person who earns a "C" is occasionally off task and needs to be reminded to get to work.

**Submitting Assignments:**

1. Save your assignments in the appropriate folder on S:\
2. Create clear, easy to understand file names that relate to the content of the assignment.
3. Send an email informing me that the assignment is completed. Put the assignment name in the subject line of the email.

**All work submitted in this class, including content, language and images, must be school appropriate.**

**Cell Phones: Use of any kind is prohibited during the school day. The first time I see it, I'll ask you to put it away. every time after that, I'll take it and give it to the deans, according to the school rules.**