Diploma in eCommerce & Web Design (901) - DreamWeaver

Prerequisites: Basic knowledge of computers and file management.	**Corequisites:** A pass or higher in Diploma in Information Technology or equivalence
Aim: This course covers Web development using Dreamweaver. Candidates will receive an extensive overview of the Dreamweaver workspace and learn how to create web pages. The course covers how to set up a site, enter and format text, create hyperlinks, insert graphics and the steps involved to publish the pages to a server. Candidates will learn how to create tables in Dreamweaver using the Insert command and with the Draw tool. Candidates will also learn how to create a web site using a template that allows common elements to be repeated on every page, including creating simple forms to collect email addresses, take a survey, etc. CSS (Cascading Style Sheets) and Behaviors are essential additions to almost any web site. Using style sheets to control the format and positioning of text on web pages, including how to use Dreamweaver's Behaviors (i.e. JavaScripts) to create rollover buttons and a slide show is also covered.	
Required Materials: Recommended Learning Resources.	**Supplementary Materials:** Lecture notes and tutor extra reading recommendations.
Special Requirements: This is a hands-on course, hence use of computers is mandatory.	

Intended Learning Outcomes:	**Assessment Criteria:**	
1 Get an overview of Dreamweaver workspace and become familiar with the different objects and palettes used to design and develop web pages in Dreamweaver.	1.1	Describe Dreamweaver workspace, including its objects and palettes.
	1.2	Demonstrate how to define a site's local info.
	1.3	Demonstrate how to create a site map.
	1.4	Demonstrate how to open, save, rename, and delete files.
	1.5	Demonstrate how to move files from one subdirectory to another
	1.6	Demonstrate how to preview work during development.
2 Build on the basic knowledge of Dreamweaver's workspace from previous topic. Work with the document window, the objects palette, and property inspector to add, edit, and format text on a page.	2.1	Illustrate how to add text (including special characters)
	2.2	Demonstrate how to position, align, and indent text
	2.3	Describe how to apply HTML formatting properties
	2.4	Demonstrate how add Hyperlinks
	2.5	Explain how to add bulleted lists
	2.6	Demonstrate how to format text with Dreamweaver's HTML Style
3 Describe how DreamWeaver allow users to quickly and easily add and manipulate graphics on a Web page.	3.1	Describe how to add images to documents
	3.2	Describe how to align images
	3.3	Describe how to add horizontal and vertical spacing
	3.4	Describe how to link images to other documents
	3.5	Describe how to create inline image maps
	3.6	Demonstrate how to create rollovers without writing JavaScript code

4	In addition to the design and layout work associated with building a Web page, there are some properties that are set "in the background" which affect how a Web page looks and acts..	4.1	Illustrate how to create the page title
		4.2	Describe how to create the background color
		4.3	Describe how to create text and link colors
		4.4	Define how to create top and left margins
		4.5	Describe META information (including page refresh and automatic redirect)
5	Learn how to build a table structure.	5.1	Describe how to add a table
		5.2	Describe how to set table properties
		5.3	Describe how to add and delete rows and columns
		5.4	Describe how to split and merge cells
		5.5	Describe how to format multiple cells
		5.6	Describe how to work with tables in the design and standard views
6	Explore the importance of forms. Illustrate how users communicate with a site.	6.1	Demonstrate the process of adding forms
		6.2	Demonstrate the process of adding, positioning, and modifying text fields, drop-down menus, radio buttons, and checkboxes
		6.3	Demonstrate the process of editing form elements
		6.4	Justify writing JavaScript code that uses regular expressions
		6.5	Describe how to add META information
7	Learn how to use Dreamweaver's JavaScript debugger to isolate and fix problems with JavaScript code.	7.1	Describe Dreamweaver's JavaScript Debugger
		7.2	Demonstrate the process of setting Breakpoints
		7.3	Demonstrate the process of setting stepping Through Code
		7.4	Describe the inherent Limitations of the Debugger
		7.5	Describe the Balance Braces Tool
8	Focus on the portion of CSS technology that controls how text appears on a site. Define how Dreamweaver offers a great toolset for working with CSS.	8.1	Describe CSS
		8.2	Define CSS selectors, style definitions, and Rules
		8.3	Demonstrate how to incorporate styles and style sheets
		8.4	Describe how to apply styles
		8.5	Demonstrate how to modify existing styles
9	Learn how to incorporate templates into an organisation's workflow so that non-technical staff can maintain and create Web pages.	9.1	Define Dreamweaver templates
		9.2	Describe how to create templates
		9.3	Describe locked and editable regions
		9.4	Demonstrate the process of applying templates
10	Describe how layers, which can be used instead of HTML tables, support features that HTML tables don't, such as the ability quickly place elements in a precise location and the ability to be hidden or shown based on events instantiated by the user.	10.1	Describe Layers and how to create them
		10.2	Describe the process of naming and renaming Layers
		10.3	Describe the process of positioning and resizing Layers
		10.4	Describe how to delete Layers
		10.5	Describe how to insert content into layers

		10.6	Describe hidden Layers
		10.7	Understand how to converting Layers to Tables, and Vice Versa
		10.8	Demonstrate the "Z-Index"
11	Describe the importance of behaviors in Dreamweaver.	11.1	Define Behaviors
		11.2	Describe the relationship among behaviors,events, and actions
		11.3	Describe the process of attaching behaviors to elements
		11.4	Understand how to use the show-hide layers behavior
		11.6	Describe how to maintain the Jump Menu and Jump Menu Go Behaviors
		11.7	Demonstrate how to using the Open Browser Behavior
12	Learn about Dreamweaver's site management and collaboration tools, which make it easier to perform the daily tasks associated with keeping a Web site current.	12.1	Describe the Site Window
		12.2	Define a Site
		12.3	Demonstrate how to connect to a Remote Site
		12.4	Demonstrate the process of transferring Files Between the Remote Site and Local Folder
		12.5	Describe the process of synchronizing and Refreshing the Local Folder and Remote Site
		12.6	Describe how to check for Broken Links

Recommended Learning Resources: DreamWeaver

Text Books	• Dreamweaver CS3: The Missing Manual by David McFarland. ISBN-10: 0596510438 • The Essential Guide to Dreamweaver CS3 with CSS, Ajax, and PHP (Paperback) by David Powers. ISBN-10: 1590598598 • Macromedia Dreamweaver 8 Hands-On Training (Paperback) by Daniel Short and Garo Green. ISBN-10: 0321293894
Study Manuals	BCE produced study packs
CD ROM	Power-point slides
Software	Macromedia DreamWeaver