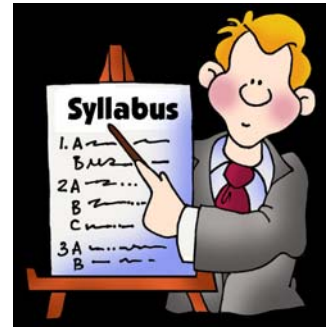




WEB DESIGN USING FRONTPAGE

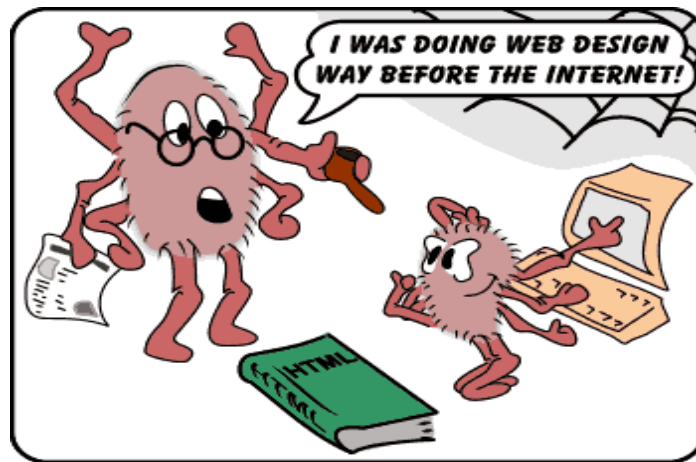
School Year 2009 - 2010

Room 116



DR. MASON'S SYLLABUS FOR WEB PAGE DESIGN USING FRONTPAGE

- Students will demonstrate a sound understanding of the nature and operation of computer hardware and the Microsoft FrontPage Environment.
- Students will use Microsoft FrontPage software to enhance creative expression and produce multimedia web sites.
- Students will obtain information from a variety of sources and media to use in FrontPage web pages and web sites.



Course Description

Introduction to Web Design Using Microsoft FrontPage is an introductory course to the fast growing industry of Web site design and development. This course will provide students with an introduction to the Web site development process. Students will learn to use Microsoft FrontPage to design and publish Web sites. Throughout this course, students will be encouraged to use the Internet to aid in the learning process.

COURSE COMPETENCIES

- Identify different types of Web sites and URLs
- Describe Web design career paths
- Use FrontPage to create Web pages and Web sites
- Create pages that contain tables
- Plan and storyboard a Web site
- Use the Internet as a resource for gathering information
- Understand and use copyright and fair use guidelines
- Understand and use netiquette
- Identify and apply principles of good Web site design
- Use a variety of software in web site development including Microsoft FrontPage, Photoshop, Microsoft Word, Paint
- Edit and update an existing web page using a Web Design Software
- Use images from different sources in a Web page
- Use image editing software to get or change the properties of an image
- Use templates and create a custom page template
- Use Web-safe colors
- Use hyperlinks, graphics, and multimedia elements in a Web site
- Create links to external locations
- Create hyperlinks between Web pages on the same Web site or folder
- Create, crop, and resize graphics
- Create links to other types of documents and files (i.e. PDF, Word & PowerPoint documents)



ERHS Mission: Meeting the challenges of a changing world by creating a community of caring, life-long learners.



ELEANOR ROOSEVELT HIGH SCHOOL

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Dr. D. Mason
Business Teacher



DR. MASON'S RULES

You are expected to:

- Attend class regularly, arrive on time, and be in your seat when the bell rings
- Begin warm-ups promptly and quickly
- Have your own work materials (pen, pencil, paper and notebook)
- Raise your hand to ask or answer questions
- Be polite, courteous and respectful to the teacher, fellow classmates and classroom guests
- Abide by student rules at all times (wear school ID; do not bring electronic devices to class; dress appropri-

FOOD FOR THOUGHT...

Within our reach lies every path we ever dream of taking.

Within our power lies every step we ever dream of making.

Within our range lies every joy we ever dream of seeing.

Within ourselves lies everything we ever dream of being.

Grading Policy

To achieve success in **Computer Software Applications**, students must attend class daily, take their assigned seats prior to the late bell and stay on task throughout the class period. A student's final grade will be based on the following weighted factors:

Class Work	60%
Homework	10%
Assessment	30%
Total	100%

Letter grade equivalents for all classes are as follows:

- A = 90 – 100%
- B = 80 – 89 %
- C = 70 – 79%
- D = 60 – 69%
- E = 0 – 59%

Web Design
Using FrontPage

Tips for Success in the Web Design Using FrontPage Class

You may be thinking, "I am no computer whiz or geek! I don't know how to do all that fancy computer stuff." That's okay! The purpose of this course is for you to learn how to create publications and presentations using a computer. So, don't start off discouraged because you don't know enough. You'll learn.

One thing to remember is this: A computer class requires using computers in class (that is why it is called a computer class). There-

fore, if you want to succeed, you must attend class regularly. Most work is done in class. But if you are not here, you will not complete your projects on time.

Keep all of your handouts! You do not have a textbook for many of the applications in class, so NEVER throw away instructions on how to do something. You'll need it again! You will also receive a notebook grade.

Keep track of your work. You must have a three-ring binder for this class. Please put all worksheets in your binder as you receive them.

Be patient. Computers will sometimes do mean things, like shut down or quit working at the worst time. Take it with a grain of salt and don't let it get you down. Save work frequently to avoid major problems.

THINGS YOU'LL NEED FOR THIS CLASS

- ◆ Notebook
- ◆ Notebook paper
- ◆ Flash Drive
- ◆ Pencils
- ◆ Pens

