

Colorado CTE Course – Scope and Sequence

Course Name	Web Design I	Course Details	.5 Semester long
		Course = 0.50 Carnegie Unit Credit	
Course Description	Introduces web site planning, design and creation utilizing HTML through industry-standard development tools [may list specific software]. Emphasis is placed on applying stylistic decisions using cascading style sheets. Web-based considerations regarding color, typography, aesthetics, user interface design, and process integration with visual-based design tools will be explored.		
Note:	This is a suggested scope and sequence for the course content. The content will work with any textbook or instructional resource. If locally adapted, make sure all competencies are covered. This course aligns to the CCNS (MGD141). Please contact your community college partner for credit options.		
SCED Identification #	10201	Schedule calculation based on 60 calendar days of a 90-day semester. Scope and sequence allows for additional time for guest speakers, student presentations, field trips, remediation, or other content topics.	

All courses taught in an approved CTE program must include Essential Skills embedded into the course content. The Essential Skills Framework for this course can be found at <https://www.cde.state.co.us/standardsandinstruction/essentialskills>

COURSE COMPETENCIES AND OBJECTIVES

STUDENT OUTCOMES:

- I. Develop a basic understanding of the Internet and WWW and Web Standards.
- II. Test web page development and variations as implemented in various browsers and on various platforms.
- III. Construct web pages using HTML code.
- IV. Develop web site look-and-feel using principles of design.
- V. Evaluate existing sites.
- VI. Employ site design planning principles and methods.
- VII. Develop templates for pages.
- VIII. Determine and organize site structure including navigational planning and implementation.
- IX. Construct web pages using HTML generators.
- X. Evaluate, develop, and save graphics in appropriate file formats for the web.
- XI. Explore methods for site launch and management.

The module objectives that will permit students to demonstrate course competencies are:

MODULE 1

Objectives & Competencies

1. Present and describe an aspect of Internet history I
2. Construct a web page using HTML III
3. Apply design principles to create a web page IV



4. Identify some potential challenges that browsers, devices, and operating systems can present in web design II
5. Create the look and feel of a site IV
6. Identify coding best practices using HTML I, III
7. Describe the process for designing web pages for multiple environments II
8. Create and publish a web page III
9. Modify a web page for different screen resolutions II

MODULE 2

Objectives & Competencies

1. Describe web site planning procedures VI, VIII
2. Identify the content goal of a web site by analyzing the potential audience V, VI
3. Identify different roles within the web development/design team VI
4. Create conventions for filenames and URLs III, IV, VI
5. Evaluate the hierarchical folder structure of an existing site V, VI
6. Explain the benefits of using cascading style sheets III, IV
7. Build a basic style sheet III, IV, VI, VII
8. Apply basic selection techniques to a web site VIII
9. Distinguish between CSS class and id selectors VI, VII
10. Explain pseudo-selectors and pseudo-elements VI, VII
11. Describe type design principles IV, VII
12. Modify a web page using CSS font and text properties III, IV, VIII
13. Build a font and text properties style sheet III, IV, VIII

MODULE 3

Objectives & Competencies

1. Use the CSS box model to enhance the elements of a web page III, IV, VII
2. Apply the margin, padding, and border properties to the elements of a web page III, IV, VII
3. Use the page layout box properties on a web page III, IV, VII
4. Create a simple page layout III, IV, VII
5. Describe the normal flow of elements III, VII
6. Create floating layouts on a web page III, VII
7. Create one other type of layout using CSS III, VII
8. Build horizontal and vertical navigation bars III, VIII
9. Execute basic user testing. I, VI, VII, IX
10. Define terms related to the flow of the document III, VIII

MODULE 4

Objectives & Competencies

1. Use the standard graphics file formats appropriately I, X
2. Demonstrate using image properties with CSS I, X
3. Identify and apply appropriate and accessible color



4. combinations using CSS I, IV, V, VII, IX
5. Identify the 10 table elements III, IX
6. Apply padding, margins, and floats to tables III, IX
7. Use table styles on a web page III, IX
8. Use the form element to create forms III, IX
9. Create input objects for a web page III, IX
10. Apply color according to best practices and color theory IV
11. Discuss topics in web accessibility pertaining to web design I

MODULE 5

Objectives & Competencies

1. Design navigation elements for mobile devices II, III, VI
2. Use graphics and lists for navigation and linking III, VI, VII, VIII, X
3. Summarize a current SEO method XI
4. Use background color and graphics to enhance navigation III, VIII
5. Create hover rollovers on a web page III, VIII
6. Use elements of responsive web design for layout and navigation II, III, VI, VIII
7. Create a detailed design brief for a web design project VIII, XI
8. Upload a finished website to a host XI

(*Outline taken for CCOnline)

CTSO Integration:

FBLA:

- Introduction to Information Technology
- Website Design
- E-business
- Graphic Design