



**COWLEY COLLEGE
& Area Vocational Technical School**

COURSE PROCEDURE FOR

**BEGINNING WEB DESIGN
CWB1835 3 Credit Hours**

Student Level:

This course is open to students on the college level in either the freshman or the sophomore year and to area high school vocational students.

Catalog Description:

CWB 1835 – BEGINNING WEB DESIGN (3 hrs)

This course will introduce students to basic hypertext mark-up language (HTML). Building on the basic HTML fundamentals, the course includes tables, frames, forms, JavaScript, style sheets, and multimedia. After completion of this course, the student will be able to set up a Web site or modify one already developed; and create and modify Web pages that include the above features.

Prerequisite:

CAP1516 Computer Applications or CAP1517 Advanced Computer Applications.

Controlling Purpose:

To provide instruction in the basic programming of Hypertext Markup Language (HTML) for creating Web pages and designing Web pages with tables, frames, forms, style sheets, and JavaScript.

Learner Outcomes:

Upon completion of the course the student will understand the fundamentals of: creating Web pages; adding hypertext links; working with color and graphics for Web pages; JavaScript and incorporating it into HTML; and utilizing multimedia such as sound, video, and Java applets with designing Web pages. Students will be able to design Web pages with tables; design Web pages using framesets; create Web pages with fill-in forms; and design Web pages using cascading style sheets.

Units Outcomes and Criterion Based Evaluation Key for Core Content:

The following defines the minimum core content not including the final examination period. Instructors may add other content as time allows.

Evaluation Key:

- A = All major and minor goals have been achieved and the achievement level is considerably above the minimum required for doing more advanced work in the same field.
- B = All major goals have been achieved, but the student has failed to achieve some of the less important goals. However, the student has progressed to the point where the goals

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- of work at the next level can be easily achieved.
- C = All major goals have been achieved, but many of the minor goals have not been achieved. In this grade range, the minimum level of proficiency represents a person who has achieved the major goals to the minimum amount of preparation necessary for taking more advanced work in the same field, but without any major handicap of inadequacy in his background.
- D = A few of the major goals have been achieved, but the student's achievement is so limited that he is not well prepared to work at a more advanced level in the same field.
- F = Failing, will be computed in GPA and hours attempted.
- N = No instruction or training in this area.

UNIT 1: Exploring the WWW, the Internet and Creating Basic Web Pages
 Outcomes: Upon completion of the unit, the students will explore the World Wide Web, understand the types of hardware for Internet purposes, and know the basic creating tools for Web pages.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Identify the basic elements of the WWW
						Explain the basic principles of Web documents
						Identify the types of hardware used for Internet
						Identify the basic elements of Hypertext Markup Language
						Create an HTML document
						Use heading, paragraph and list tags.
						Use character tags
						Use special character codes
						Insert an inline graphic image into a Web page.
						Insert horizontal lines

UNIT 2: Adding Hypertext Links to a Web Page

Outcomes: Upon completion of the unit, the students will be able to use Anchor's, absolute and relative pathnames and use links to other documents on the Internet:

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Create a hypertext document
						Use the Anchor tag
						Use Web page structures
						Use absolute and relative pathnames.
						Create links among documents
						Link to documents on the Internet
						Link to other Internet objects

UNIT 3: Designing a Web Page

Outcomes: Upon completion of the unit, the students will understand the designing tools in developing a Web page:

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Work with color in HTML
						Specify a color scheme for your page
						Modify text with the tag
						Insert a background image
						Work with GIF files
						Work with JPEG files
						Control image placement and size
						Understand image maps
						Define image map hotspots
						Learn about enhancement to the HTML form elements.

UNIT 4: Developing a Basic Web Page with Tables

Outcomes: Upon completion of the unit, the students will be able to successfully develop a basic Web page using tables:

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Create a text table
						Defining a table structure
						Modify the appearance of a table
						Work with table and cell size
						Span rows and columns
						Apply a color scheme to a table
						Design a page layout with tables
						Create a text table
						Define a table structure
						Modify the appearance of a table

UNIT 5: Using Frames in a Web Site

Outcomes: Upon completion of the unit, the students will understand how to create a frame layout and will use the different techniques using frames:

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Create a frame layout
						Control the appearance of your frames
						Work with frames and hypertext links
						Use reserved target names
						Use the <noframes> tag
						Work with frame borders
						Create floating frames

UNIT 6: Creating Web Page Forms

Outcomes: Upon completion of the unit, the students will be able to successfully create a form that can be used on a Web page:

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Work with CGI scripts
						Start an online form with the <form>
						Work with text boxes
						Create a selection list
						Work with radio buttons
						Create form buttons
						Work with hidden fields
						Work with form attributes
						Use the "mailto" action

UNIT 7: Working with Cascading Style Sheets

Outcomes: Upon completion of the unit, the students will demonstrate the ability to work on Web pages using cascading style sheets:

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Identify the basic elements of a style sheet
						Use inline styles
						Create an embedded style
						Use an external style sheet
						Resolve style precedence and work with style inheritance
						Set font and text attributes
						Work with color and background
						Work with list styles
						Format hypertext links
						Work with ids and classes
						Work with container elements
						Format block-level element boxes

UNIT 8: Programming With JavaScript

Outcomes: Upon completion of the unit, the students will understand JavaScript and how it applies to Web functions:

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Define JavaScript
						Run JavaScript
						Send output to a Web page
						Work with variables and data
						Work with expressions and operators
						Create JavaScript functions
						Work with conditional statements
						Use Arrays
						Work with loops

UNIT 9: Working with JavaScript Objects and Events

Outcomes: Upon completion of the unit, the students will be able to create calculated fields, selection lists, radio buttons, and check boxes:

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Define form validation
						Work with JavaScript objects
						Work with object properties and methods
						Manage events
						Create a calculated field
						Work with a selection list and radio buttons
						Work with check boxes
						Control form submission

UNIT 10: Creating a Multimedia Web Page

Outcomes: Upon completion of the unit, the students will be able to create and use Multimedia in Web pages

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Work with multimedia
						Identify the basic types of sound files
						Embed a sound file
						Work with video files
						Use the <noembed> tag
						Define Java applet
						Use the Internet Explorer <marquee> tag

Textbook:

Contact Bookstore for current textbook.

Materials/Equipment Required:**Attendance Policy:**

Students should adhere to the attendance policy outlined by the instructor in the course syllabus.

Grading Policy:

The grading policy will be outlined by the instructor in the course syllabus.

Maximum class size:

Based on classroom occupancy

Course Timeframe:

The U.S. Department of Education, Higher Learning Commission and the Kansas Board of Regents define credit hour and have specific regulations that the college must follow when developing, teaching and assessing the educational aspects of the college. A credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally-established equivalency that reasonably approximates not less than one hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work for approximately fifteen weeks for one semester hour of credit or

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an equivalent amount of work over a different amount of time. The number of semester hours of credit allowed for each distance education or blended hybrid courses shall be assigned by the college based on the amount of time needed to achieve the same course outcomes in a purely face-to-face format.

Refer to the following policies:

[402.00 Academic Code of Conduct](#)

[263.00 Student Appeal of Course Grades](#)

[403.00 Student Code of Conduct](#)

Disability Services Program:

Cowley College, in recognition of state and federal laws, will accommodate a student with a documented disability. If a student has a disability which may impact work in this class which requires accommodations, contact the Disability Services Coordinator.