**Course: Web 2 Pacing Guide Grade:9-12**

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| **Months/Days** | **UNITS** | **STANDARDS** | **CONTENT****Topics being covered? What do students need to know? (*nouns*)** | **ACTIVITIES****w/Integration of Technology & Career Ready Practices** | **ASSESSMENTS****What evidence (formative/summative) is utilized to establish that the content, standards, & skills have been mastered?** |
| **January** | Critique | Employ knowledge of Web design, programming, and administration to develop and maintain Web-based applications.Evaluate and select information sources and digital tools based on the appropriateness for specific tasks.Assess the impact of products and systems. | Students use Google Docs to provide feedback for classmates after completing their projects. Students are asked to consider design and development applications of their peers and provide constructive criticism for their classmates. |

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| KWL Critique(2 Days) |  |
| Aquarium Critque (2 Days) |  |
| Corporate Presence Critique (2 Days) |  |

. |  Exit Tickets  In-Formal DiscussionsObservation Troubleshooting Issues

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| Critique Reflection Sheet |  |

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| **February** | Unit 1: KWL Chart | **Prepare specifications for digital communication products to communicate specifications to various audiences.****Employ knowledge of Web design, programming, and administration to develop and maintain Web-based applications.****Perform maintenance and customer support functions for digital communication products to maintain quality products that meet customer needs.**

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| **Test a digital communication product to evaluate its functionality.** |
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 | Students will begin the course by creating a KWL chart using traditional HTML5 Block Elements. This project will be filled out systematically throughout the semester to gauge student learning objectives. Students will style this KWL chart to their desired style using consistency and color scheme theories and images of their choice. Students will include a picture background using CSS and Google Fonts to improve upon their design perspectives and resource knowledge. Students begin to use the planning process to establish higher fidelity prototypes by sketching with pencil, wireframing with Axure and building with HTML5 & CSS3.  | **KWL Introduction (1 Day)**  **KWL Management and HTML Structure (2 Days)** **Researching and Sketching (4 Days)** **Wireframing Desired Layout (5 Days)** **Inserting Styling Choices via Prototype (5 Days)**  |

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|  **Exit Tickets** |  |
|  **In-Formal Discussions** |  |
| **Observation** |  |
| **Troubleshooting Issues** |  |

**Creation of KWL Prototype Sketch of KWL Website****Wireframe of KWL Chart**  |
| **March and April** | **Unit 3: exploration Aquarium** | Participate in a user-focused design and development process to produce Web-based and digital communication solutions.Iterate through the design and development process to create a uniform Web-based or digital product.Consider intellectual property issues when creating Web pages and comply with intellectual property rights statutes and regulations.Identify and implement quality assurance processes to deliver quality digital communication products and services.Gather and analyze customer requirements for digital communications to best meet consumer needs. | Students will work a partner to design the new Exploration Aquarium site using an RGB color scheme and absolute and relative positioning. Students continue to utilize HTML and CSS to improve their sites style and heighten the users experience by focusing on the navigation element. Wireframing will be used from the storyboarding process to improve the layout of elements for a page using Axure. For the first time students will be introduced to the transform and transition properties in CSS for use on this project. | Partner Selection and Root FolderCreation (1 Day) Project Introduction and Client Needs Assessment (2 days) Researching and Sketching User-Interface (4 Days) Wireframing (5 days) Formatting HTML and CSS (15 Days ) Formatting Images (3 Days)Finalizing Site (2 Days) |  Exit Tickets In-Formal Discussions Observation Troubleshooting Issues MPA-Advanced HTMLl5 Topics and CSS3 Creation of Website Wireframe of Exploration Aquarium |
| **May and June** | **Unit 4: Corporate Presence** | Participate in a user-focused design and development process to produce Web-based and digital communication solutions.Iterate through the design and development process to create a uniform Web-based or digital product.Consider intellectual property issues when creating Web pages and comply with intellectual property rights statutes and regulations.Identify and implement quality assurance processes to deliver quality digital communication products and services.Gather and analyze customer requirements for digital communications to best meet consumer needs. | Students will work with a partner or individually to design a website for a business in the community. Students must idedntify the navigation structure, color palette and content for the clientl Students continue to utilize HTML and CSS to improve their sites style and heighten the users experience. Wireframes will again be used from the storyboarding process to improve the layout of elements for a page and specify the style of the site. Students may transfer their project over to a remote server using FTP when completed. | Partner Selection and Root Folder Creation (1 Day)  Project Introduction and Client Needs Assessment (2 days) Researching and Sketching User-Interface (4 Days) Wireframing (5 days) Formatting HTML and CSS (15 Days ) Formatting Images (2 Days) Finalizing Site (2 Days) | Exit Tickets In-Formal DiscussionsObservation Troubleshooting Issues Clients Needs Assessment Document Creation of Corporate Presence WebsiteSketch and Wireframe of Prototype |
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