



Articulation Agreement Course Competencies and Provisions

CSC 116 Introduction to WebPage Design & HTML

2.5 Credits

(Prerequisite: Keyboarding Skills) An Introductory course to Hypertext Markup Language. The basic syntax of the language will be covered as well as the use of FrontPage to create Web pages.

NOTE: Suitable Web Design Software may be substituted for FrontPage software.

PROVISIONS

1. Student must enroll in the required high school class.
2. Student must receive an A or B grade (minimum 2.9 or better) and complete all competencies.
3. All required Tech Prep forms must be sent to BBCC **within 30 days** of course completion.
4. Teachers must assign student grades and credits **within 30 days** of course completion.

COMPETENCIES

1. The student will be able to create and edit a web page.
 - a. Describe the Internet and its associated key terms
 - b. Describe the World Wide Web and its associated key terms
 - c. **Start editor (Notepad)**
 - d. Describe the Notepad window
 - e. Enter the HTML, HEAD, TITLE, and BODY tags
 - f. Enter a paragraph of text, a bulleted list, and HTML tags
 - g. Save an HTML file
 - h. Change the back ground color of a Web page
 - i. Center a heading
 - j. Start Your Browser
 - k. View the HTML file in Your Browser
 - l. Print an HTML file from Notepad
 - m. Print a Web page from Your Browser
 - n. Access information about Web page design via the Internet
 - o. Quit Notepad
 - p. Quit Your Browser
2. The student will be able to create a web site with links
 - a. Describe linking terms and definitions
 - b. Add a link to another Web page
 - c. Create a home page
 - d. Enhance a Web page using images
 - e. Add bold, italics, and color to text
 - f. Change bullet type
 - g. Insert a background image
 - h. Insert a horizontal rule image

- i. Add an e-mail link
 - j. View the HTML file and test the links
 - k. Edit the second Web page
 - l. Insert an image and wrap text around an image
 - m. Add a text link to another Web site
 - n. Add an image link to another Web site
 - o. Create links within a Web page
 - p. Set link targets
 - q. Add links to set targets
 - r. Describe types of image files
 - s. Control image sizing
 - t. Locate images
3. The student will be able to create tables in a website
- a. Define table elements
 - b. Describe the steps used to plan, design, and code a table
 - c. Create a borderless table with images only
 - d. Create a list of links with text
 - e. Create a borderless table with text only
 - f. Create a menu bar with links
 - g. Create a table with borders
 - h. Change the horizontal alignment of text
 - i. Add color to individual cells
 - j. Add color to entire rows
 - k. Insert a caption beneath a table
 - l. Alter the spacing between cells using the CELLSPACING attribute
 - m. Alter the spacing within cells using the CELLPADDING attribute
 - n. Use the ROWSPAN attribute
 - o. Use the COLSPAM attribute
 - p. Use blank cells
4. The student will be able to create an image map
- a. Define terms relating to image mapping
 - b. List the differences between server-side and client side image maps
 - c. Name the two components of an image map
 - d. Describe the steps to implement an image map
 - e. Distinguish between appropriate and inappropriate images for mapping
 - f. Sketch hotspots on an image
 - g. Describe how the x- and y- coordinates relate to vertical and horizontal alignment
 - h. Open an image in Paint or other graphic editor
 - i. Use graphic editor to map the coordinates on an image
 - j. Use the <MAP></MAP> tags to begin and end a map
 - k. Insert an image into a table and use the USEMAP attribute to define a map
 - l. Use the <AREA> tag to indicate the shape, coordinates, and URL for a mapped area
 - m. Change link colors
 - n. Create a link list
 - o. Insert a chart into a table on a Web page

5. The student will be able to create frames on a Web page

NOTE: If current software does not support frames, this section may be excluded.

- a. Define terms related to frames
- b. Describe the steps used to design a frame structure
- c. Plan and lay out frameset
- d. Create a frame definition file
- e. Use the <FRAMESET> tag
- f. Use the <FRAME> tag
- g. Change frame scrolling options
- h. Name a frame content target
- i. Identify Web pages to display at start-up
- j. Set frame rows
- k. Set frame columns
- l. Create a header page with an image and text
- m. Create a navigation page
- n. Create a home page

6. The student will be able to create forms on a Web page

NOTE: Students may use the editor to create form tags for them as long as they are able to de-bug it if there is a problem

- a. Define terms related to forms
- b. Describe the different form controls and their uses
- c. Use the <FORM> tag
- d. Use the <INPUT> tag
- e. Create radio buttons
- f. Create a text field
- g. Create a text area field
- h. Use the <SELECT> tag
- i. Use the <OPTION> tag
- j. Create a selection menu
- k. Insert options into a selection menu
- l. Create a Submit button
- m. Create Reset button

7. The student will be able to Integrate JavaScript and HTML

- a. Discuss how to integrate JavaScript and HTML
- b. Insert SCRIPT tags on a Web page
- c. Write beginning and ending SCRIPT tags
- d. Define and use flickering to draw attention
- e. Describe the background color property of the document object
- f. Set the background color of a web page using JavaScript
- g. Save the HTML file
- h. Test the Web page
- i. Discuss JavaScript variable
- j. Extract the system date
- k. Use several variables to construct a message
- l. Describe the write() method of the document object
- m. Write a user-defined function that displays a message and links viewer to a new site
- n. Describe how the set Timeout() method works
- o. Use the last Modified property to display the last modified document date
- p. Print an HTML Notepad file

8. The student will learn the basics of style sheets.
 - a. Describe what style sheets can do for web pages today
 - b. Create your first style sheet
 - c. Add styles
 - d. Learn about classes and other tricks
 - e. When style sheets have conflicts
 - f. Browser incompatibility
9. The student will be able to explore the individual properties of styles that make them unique.
 - a. Call fonts by name
 - b. Control the size of fonts
 - c. Italicizing and bolding fonts
 - d. Creating special effects with text
10. The student will be able to space between words and letters, the leading (vertical spacing) between lines of text, and the alignment of text, margins and padding, borders, and floating elements.
11. The student will be able to apply color and images to their styles sheets.
 - a. Colorizing your world.
 - b. Background colors for everything
 - c. Controlling background images
 - d. A shorthand property
12. The student will be able to position and layer style sheets.
 - a. Absolute positioning
 - b. Relative positioning
 - c. Controlling positioned elements
 - d. The power of invisibility
 - e. Layering text and images