CS 53.11A Course Outline as of Spring 2010

CATALOG INFORMATION

Dept and Nbr: CS 53.11A   Title: DREAMWEAVER, INTRO
Full Title: Dreamweaver, Introduction to
Last Reviewed: 10/5/2009

Units			Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00		Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00		Lab Scheduled	0	4	Lab Scheduled	0
			Contact DHR	0		Contact DHR	0
			Contact Total	3.00		Contact Total	52.50
			Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00   Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly:

Catalog Description:
A course using Adobe Dreamweaver to create professional websites.
Previous knowledge of HTML (Hypertext Markup Language), basic CSS (Cascading Style Sheets) site structure, and site uploading to an ISP (Internet Service Provider) is essential. The emphasis will be on learning the beginning skills such as tools, panels and commands, new site creation, editing and maintenance of an existing site, Cascading Style Sheets, image, text and PDF (Portable Document Format) insertion, divs and tables, tracing, templates, libraries, forms, and behaviors.

Prerequisites/Corequisites:
Course Completion of CS 50.11A (or CIS 58.51A or CIS 84.42A)

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: A course using Adobe Dreamweaver to create professional websites.
Previous knowledge of HTML (Hypertext Markup Language), basic CSS (Cascading Style

Sheets) site structure, and site uploading to an ISP (Internet Service Provider) is essential. The emphasis will be on learning the beginning skills such as tools, panels and commands, new site creation, editing and maintenance of an existing site, Cascading Style Sheets, image, text and PDF (Portable Document Format) insertion, divs and tables, tracing, templates, libraries, forms, and behaviors. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of CS 50.11A (or CIS 58.51A or CIS 84.42A)
Recommended: Eligibility for ENGL 100 or ESL 100
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

				Effective:	Inactive:
AS Degree:	**Area**			Effective:	Inactive:
CSU GE:	**Transfer Area**			Effective:	Inactive:
IGETC:	**Transfer Area**			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Spring 2010	Inactive:	Fall 2015
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:
Upon completion of the course, students will be able to:
1. Apply functions of Dreamweaver and HTML to build and manage a website.
2. Plan and manage websites with Dreamweaver using Cascading Style Sheets, tracing, templates, libraries, forms, and behaviors.
3. Define acronyms and compare their role in web design
    a. DHTML
    b. XML [Extensible Markup Language]
    c. Javascript
4. List several website management issues and apply good management techniques to websites
    a. Discuss file conventions in websites
    b. Discuss site navigation
    c. Identify file size considerations
    d. Discuss use of plug-ins
    e. Describe issues of usability and disability
5. Efficiently use Dreamweaver interface, tools and palettes
    a. Identify external editors
    b. Describe the differences of window sizes in different platforms and browsers
6. Design new sites
7. Manage and redesign existing sites
8. Demonstrate skills in:
    a. Creating and saving documents.

    b. Inserting images and creating links.
    c. Working with text and text properties, modifying page properties
    d. Using CSS div tags for webpage layout
9. Plan and implement navigation to show file hierarchy

Topics and Scope:

1. Overview of Dreamweaver
    a. Understanding web components
    b. Platforms and browsers
    c. Mac and Windows differences in DreamWeaver
    d. Define Javascript, XML, DHTML
    e. Creating new documents
2. Tour the DreamWeaver interface
    a. The Object Palette
    b. Types of Objects
    c. The Properties Inspector
    d. The Launcher and Mini-Launcher
    e. The Document Window
    f. Preferences
    g. External Editors
    h. Preset Window Sizes
    i. How to Define Your Browser of Choice
    j. Shortcut Keys
3. Site control
    a. What is a Root Folder
    b. Defining a Site
    c. Relative and Absolute Links
    d. File and Folder Management
    e. Understanding the Path Structure
    f. Creating a Site Map
    g. Creating a Site from Nothing
4. Basics of defining the site
    a. Defining the Site
    b. Creating and Saving a Document
    c. Inserting Images
    d. Inserting Text
    e. Centering Images and Text
    f. Modifying Page Properties
    g. Creating Links with Images and Text
    h. Meta Tags
    i. Looking at the HTML
5. Linking and HTML source
    a. Linking with Point-to-File
    b. Browse for File and the Link History
    c. Linking to New Source Files
    d. Creating Email Links
    e. HTML Source Window
    f. Editing the HTML Source Window
    g. External HTML Editors
    h. Quick tag Editor
    i. Cleanup HTML

     j. Cleanup Word HTML
     k. Installing the Extension Manager
6. Typographies
     a. A Word about FONT FACE
     b. Creating and Formatting HTML Text
     c. Font Lists
     d. Aligning Text
     e. Using the "PRE" Tag
     f. Ordered, Unordered, and Definition Lists
     g. Color Schemes
     h. Formatting Text in Tables
     i. Repeat Last Action
     j. Character Entities
     k. Blockquotes and Non-Breaking Spaces
7. Tables
     a. Changing the Border of a Table
     b. Sorting the Table
     c. Changing the Color Scheme
     d. Creating and Modifying a Table
     e. Aligning Images and Text with Tables
     f. Percentage-Based Table Alignment
     g. Combining Pixels and Percentages
8. Layout
     a. Applying a Tracing Image
     b. Tracing Images, Background Colors, and Images
     c. Using Margin Tags Basics of defining the site
9. Cascading Style Sheets
     a. Redefining HTML Styles with Style Sheets
     b. Defining a Custom Class
     c. Using Selectors to Group Tags
     d. Affecting Links with Selectors
     e. Linking to a Style Sheet
10. Templates and Libraries
     a. Templates in Action
     b. Creating a New Template
     c. Modifying a Template
     d. Library Items in Action
     e. Creating a Library Item
     f. Modifying a Library Item
11. Rollover
     a. Creating a Simple Rollover
     b. Animating Rollovers
     c. Creating Pointer Rollovers
     d. Creating Multiple-Event Rollovers
     e. Inserting a Navigation Bar Rollover
12. Forms
     a. Form Objects
     b. Working with Form Objects
     c. Creating a Form
     d. Creating a Jump Menu

Assignment:

1. Find interesting sites for HTML breakdown and define why the site works
2. View page sources and determine what is recognizable
3. Plan, design, and manage a site
4. Plan and implement navigation to show file hierarchy
5. Plan page layout and control with tables
6. Submit a website to class for review
7. Complete each chapter assignment from the book
8. Two to five exams
9. Read minimum 20 pages per week in textbook and instructor handouts

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments are more appropriate for this course.	Writing 0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems	Problem solving 40 - 70%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

None	Skill Demonstrations 0 - 0%

Exams: All forms of formal testing, other than skill performance exams.

Midterm and/or final exam; quizzes: multiple choice, true/false	Exams 30 - 60%

Other: Includes any assessment tools that do not logically fit into the above categories.

None	Other Category 0 - 0%

Representative Textbooks and Materials:
Dreamweaver CS4 Digital Classroom, by Jeremy Osborn, Wiley Publishers, 2008.