Chester County High School

Course Syllabus
Course Code 6100: Web Design Foundations

Instructor: Mrs. Kimberly Moore

Contact Information: 989-8125
Email:
kimberly.moore@chestercountyschools.org

Course Resources:
Ear buds (audio)
Notebook: Composition Book
Computers Provided by School

Chester County High School

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<tbody>
<tr>
<td colspan="2" valign="top" > Course Syllabus

Course Title: Information Technology Foundations </td>
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<tr>
<td valign="top" > Instructor: Mrs. Kimberly Colbert

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<td valign="top" > Contact Information: 989-5134

Email: <a
href="mailto:colbertk@120cc.org">colbertk@120cc.org

<a
href="mailto:kimberly.colbert@chestercountyschools.org">kimberly.colbert@chestercountyschools.org

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<tr>
<td valign="top" > Course Resources:

Ear buds (audio)

Notebook: Binder or Electronic

Computers Provided by School

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<td colspan="2" valign="top" > Course Description

Course Description

The course is intended to develop fundamental skills in both theory and practical application of the basic web design and development process: writing and developing code, an introduction to computer coding in several computer languages, project management and teamwork, troubleshooting, problem solving, and interpersonal skill development. Upon completion of this course, proficient students will be prepared for more advanced coursework in the Web Design program of study. Standards in this course are aligned with Tennessee State Standards for English and Math.

* ***Suggested prerequisites for coding are Algebra I and Geometry with a strong background in English.*** * In accordance with the National CSP (Computer Science Principles), it is highly recommended that students meet prerequisites of having completed Algebra I and have strong LA skills before entering this rigorous, entry level course. The course requires a significant amount of expository writing (as well as writing computer code). It is recommended for 10th grade students or above due the expectations of student responsibility and maturity. The course covers a broad range of foundational topics such as programming, big data, digital privacy and security, and societal impacts of computing.

	Course Standards Topics
Goal: ***To provide an environment where students can prepare for work related web design skills for advancement into postsecondary* education and industry.**	**<u>Trimester 1</u>** **Safety** **Introducing Coding** **Site Mapping** **Copyright/Licensing** **Introduction to Design and Layout** **<u>Trimester 2</u>** **Introduction to Design and Layout** **Composition** **Coding with languages such as: JavaScript, WordPress,Python, HTML, Ruby Rails,Google Play Services/Apps, etc.** **<u>Trimester 3</u>** **Writing, Critiquing, and Publishing Content for the Web** **Marketing, Branding, Identity, and eCommerce** **Troubleshooting & Problem Solving** **Coding with languages such as: JavaScript, WordPress,Python, HTML, Ruby Rails,Google Play Services/Apps, etc.**
Grading Policy:	**Application Projects 50%** **Writing Portfolio Journals (Great Start Article Reads) 20%** **Tests 20%** **Keyboarding 10%**
Attendance Policy:	In order to be successful in this class, students must constantly engage with others, team paring is essential to growth as well as completing assignments and projects. If assignments are turned in late due to an EXCUSED absence, they must be turned in within five days of the absence. Failure to meet the school designated time limit will result in a zero. Assignments missed as a result of an unexcused absence will result in a zero.
Plagiarism/Academic Dishonesty Policy:	○ **Plagiarism and academic dishonesty are serious offenses. The academic work of a student is expected to be his/her own effort. Students must give the author (s) credit for any source material used.** ○ **Students must not copy another student's work electronically and present it as their own. A grade of Zero will be given and will be reported to the administration.**
Writing Component:	**Students will utilize their writing and communication skills daily by completing "Great Start" articles, writing portfolio pieces, open responses, on-demand and responses to "essential questions". Other writing components will be embedded into project designs.** *Participation grades will be taken as student reflections and sharing are a necessary component of gauging learned practices and sharing knowledge that leads to great discussions and "Big Ideas" which are essential to the "discovery concept" that surrounds the exciting field of computer science.
General Classroom Rules:	○ Be Prompt ○ Be Prepared ○ Be Respectful ○ Absolutely No Alterations Made to the Computer Settings ○ Absolutely No Gum Food, Candy or drinks are allowed into the Computer Lab
General Procedures:	○ Be on time and in assigned seat when the tardy bell rings ○ Abide by the Acceptable Use Policy and Media Policy as outlined in the county wide contract
General Consequences:	○ Verbal Warning ○ Teacher/Student Conference ○ Parent Contact ○ Office Referral ***Breaching the A.U.P/Media Policy are automatic office referrals as well as severe acts of violent actions.***