

Course Title:	Computer Literacy and Web Development (Semester 1) Computer Basics and Animation (Semester 2)
Head of Department:	Ms. Maria Azfar
Teacher(s) + e-mail:	Ms. Sarika Rakeesh: sarika.s@greenwood.sch.ae
Cycle/Division:	High School
Grade Level:	11
Credit Unit:	1.0 Credits
Duration:	1 Year (2 Semesters) 10 Periods Per 2 Weeks
Course Prerequisites:	NIL

Department's Vision:	<ul style="list-style-type: none"> Preparing students to participate creatively in the establishment, sustenance and growth of a rapidly developing and changing digital world.
Department's Mission:	<ul style="list-style-type: none"> Imparting practical and theoretical knowledge by hands on digital devices to develop the ability to use up to date computing skills of technology that will help them excel in all subjects as well as everyday life.

COURSE DESCRIPTION:

The students will learn and study the following three areas over the period of one academic year:

Adobe Dreamweaver CS5: A hands-on course that focuses on using Adobe DreamweaverCS5 to enable students to create high quality websites. The students will create and maintain a website. The students will design websites visually on computer.

Adobe Flash CS5: The students will learn to create short animated clips/movies using this popular software called Adobe Flash CS5. The students will get innovative and creative using vector -based animations with full-screen navigation interfaces, graphic illustrations, simple interactivity, and resizable file format that is small enough to stream across a normal modem connection.

PARADIGM COMPUTERS: Understanding Technology will introduce the students to various theoretical topics which will improve their basic knowledge about systems, networks, Cloud Computing and The Future of Computers.

GENERAL COURSE LEARNING OBJECTIVES:

Semester 1

Adobe Dreamweaver CS5

The students will be able to:

- Create web pages using predesigned layouts or by creating from scratch
- Add text, colors, and other elements to your pages
- Format the webpages using CSS rules
- Recognize and write basic HTML for your pages – even though you don't have to
- Create and use HTML tables
- Use CSS to apply styles to your pages and site, and to create interactive features
- Add forms to the webpages
- Publish the website to the web

Theory

- Plugging Into the Internet and All Its Resources

Semester 2

Adobe FlashCS5

The students will be able to:

- Understand the Flash CS5 workspace.
- Plan a Flash movie.
- Understand animation.
- Use symbols.
- Learn how to use shape tweens, and motion tweens.
- Understand Actions and ActionScript.
- Work with Scenes.
- Embed Flash on a Web Page.

Theory

- Taking Advantage of the Cloud: Teamwork, Apps, and Storage
- Glimpsing the Future of Computing

I.

STANDARDS/BENCHMARKS:

9-12.CI. Creativity and Innovation

2. Create a web page (e.g., Dreamweaver, iGoogle, Kompozer).
3. Use a variety of media and formats to design, develop, publish, and present projects (e.g.: newsletters, websites, presentations, photo galleries).

9-12.RI. Research and Information Fluency

2. Identify, evaluate, and select appropriate online sources to answer content related questions.

9-12.CT. Critical Thinking, Problem Solving, and Decision Making

3. Devise research question or hypothesis using information and communication technology resources, analyze the findings to make a decision based on the findings, and report the results.

9-12.RI. Research and Information Fluency

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6-8.TC. Technology Operations and Concepts

5. Identify a variety of information storage devices (e.g., CDs, DVDs, flash drives, SD cards) and provide rationales for using a certain device for a specific purpose.
10. discuss security issues related to e-commerce

9-12.TC. Technology Operations and Concept

- 12.demonstrate how to import/export text, graphics, or audio files

6-8.CI. Creativity and Innovation

2. Create an original project (e.g., presentation, web page, newsletter, information brochure) using a variety of media (e.g., animations, graphs, charts, audio, graphics, video) to present content information to an audience.

9-12.TC. Technology Operations and Concepts

- 4.describe uses of various existing or emerging technology resources (e.g., podcasting, webcasting, videoconferencing, online file sharing, global positioning software)

II.

RESOURCES:

- ✓ Adobe Dreamweaver CS5 textbook.
- ✓ Adobe attached resources DVD (lesson tutorial videos).
- ✓ Adobe Suite
- ✓ Adobe Flash Professional CS5 textbook.
- ✓ Adobe Flash
- ✓ Adobe attached resources DVD (lesson tutorial videos).
- ✓ Computers- Understanding Technology Book
- ✓ ICT Lab
- ✓ Projector
- ✓ USB
- ✓ Surface Pro
- ✓ FROGOS
- ✓ Techno Manage Website
- ✓ Server Space

III.

COURSE OUTLINE:

Semester 1:

<u>Chapter's #</u>	<u>Chapter (Practical)</u>	<u>Lesson(s)</u>
1	Lesson 1: Dreamweaver CS 5 Jumpstart <i>(Adobe Dreamweaver CS5)</i>	• Exploring Dreamweaver's Primary Features
		• Introducing New Features in CS5
		• Understanding How Web Sites and Web Pages work.
2	Lesson 2: Setting Up a New Site <i>(Adobe Dreamweaver CS5)</i>	• Defining Site Settings
		• Establishing Local root and Remote Folders
		• Adding Pages

		<ul style="list-style-type: none"> Selecting, Viewing, and Organizing Files with File Panel
		<ul style="list-style-type: none"> Uploading and Downloading files to and from Your Remote Server.
3	Lesson 3: Adding Text and Images (<i>Adobe Dreamweaver CS5</i>)	<ul style="list-style-type: none"> Defining Site Settings Establishing Local root and Remote Folders Adding Pages Selecting, Viewing, and Organizing Files with File Panel Uploading and Downloading files to and from Your Remote Server.
4	Lesson 4: Styling Your Page with CSS (<i>Adobe Dreamweaver CS5</i>)	<ul style="list-style-type: none"> Introducing Cascading Style Sheets Comparing CSS and tags Using the CSS Style Panel Creating Class and Tag Styles
5	Lesson 5: Creating Page Layouts with CSS (<i>Adobe Dreamweaver CS5</i>)	<ul style="list-style-type: none"> Understanding the CSS Box Model Creating Divs and AP Divs Stacking and Overlapping Elements Styling Box Contents. Using Visual Aids to fine –Tune positioning.
6	Lesson 6: Advanced Page Layout (<i>Adobe Dreamweaver CS5</i>)	<ul style="list-style-type: none"> Working with CSS Float Property Setting Different Layouts for Different Pages with CSS Using the Display: Non-Property
7	Lesson 7: Working with Tables (<i>Adobe Dreamweaver CS5</i>)	<ul style="list-style-type: none"> Customizing Panels and Panel Groups Resizing the Document Window Using Guides and Grids Exploring the Tag Selector Customizing Panels and Panel Groups

Chapter's #	Chapter (Theory)	Lesson(s)
1	Chapter 5: Plugging In to the Internet and All Its Resources (Paradigm Computers)	<ul style="list-style-type: none"> Exploring Our World's Network: The Internet Connecting to the Internet Navigating the Internet Understanding Web Pages and Markup Languages Viewing Web Pages Searching for Information on the Internet Using Other Internet Resources and Services Respecting the Internet Community

Semester 2:

Chapter's #	Chapter (Practical)	Lesson(s)
1	Lesson 1: Flash CS 5 Jumpstart (Adobe Flash CS5)	<ul style="list-style-type: none"> Using Flash's Key features and Capabilities Exploring The Flash Player Saving and Opening Documents Using Flash's Key features and Capabilities Exploring The Flash Player Saving and Opening Documents
2	Lesson 2: Getting Started with the Drawing Tools (Adobe Flash CS5)	<ul style="list-style-type: none"> Working with Shapes Organizing Layers Using the Line Tool Working with Threaded and Multi – Column Text Importing and Outlining a Reference Graphic
3	Lesson 3: Using Symbols and the library (Adobe Flash CS5)	<ul style="list-style-type: none"> Working with The Library Panel Adding Symbols to the Library Creating and Managing Artwork Using Symbols Editing and Swapping symbols for Easy

		<ul style="list-style-type: none"> Updates
4	Lesson 4: Advanced Tools (Adobe Flash CS5)	<ul style="list-style-type: none"> Organizing the Library Working with Gradients Creating Artwork with The New Deco and Spray Brush Tools Masking Artwork on The Stage Exploring the New IK Tools
5	Lesson 5: Creating Basic Animation (Adobe Flash CS5)	<ul style="list-style-type: none"> Using The Timeline Understanding The Differences between Frames and Keyframes Setting Up Frame-by-Frame Animation Taking Advantage of Tweening
6	Lesson 6: Advanced Animation (Adobe Flash CS5)	<ul style="list-style-type: none"> Creating and Fine –Tuning Shape Tweens Masking Animation Layers Using the Copy and Paste Motion Features Editing Multiple Frames at Once
7	Lesson 7: Customizing Your Workflow (Adobe Flash CS5)	<ul style="list-style-type: none"> Customizing Workspace Layouts Docking ,Undocking ,moving and Adding Panels Snapping Elements to Guides or Grids Performing Advanced Alignments Customizing Workspace Layouts
8	Lesson 8: Working with Imported Files (Adobe Flash CS5)	<ul style="list-style-type: none"> Importing Images from other Applications Using Layered Photoshop and Illustrator Files Modifying Artwork Used in Flash
9	Lesson 9: Introducing Action Script (Adobe Flash CS5)	<ul style="list-style-type: none"> Understanding ActionScript basics Using the Actions Panel Placing Actions on The Timeline Controlling Playback

		<ul style="list-style-type: none"> Using frame Labels
10	Lesson 10: Creating Navigation Controls <i>(Adobe Flash CS5)</i>	<ul style="list-style-type: none"> Creating Buttons that Change User Interaction Using Buttons to Navigate Between Frames Using Buttons to Control the Movie Playback Linking to an External Website Creating Buttons that Change User Interaction

<u>Chapter's #</u>	<u>Chapter (Theory)</u>	<u>Lesson(s)</u>
1	Chapter 7: Taking Advantage of the Cloud: Teamwork, Apps, and Storage <i>(Computers - Understanding Technology)</i>	<ul style="list-style-type: none"> Understanding the cloud. Working on the cloud as an individual user Working on the cloud as team Examining various cloud services category
2	Chapter 13: Glimpsing the Future of Computing <i>(Computers - Understanding Technology)</i>	<ul style="list-style-type: none"> Making Old Tech New Printing and Displaying in 3-D Pursuing innovation through special project labs Pushing the limits with artificial intelligence Moving forward with Quantum Computing and more
		<ul style="list-style-type: none">

IV.

GRADING:

Grading Policy/ Assessment Tools:

- Quiz
- Graded Classwork
- Graded Worksheet
- Project
- Portfolio
- Class Participation

➤ **Grade Distribution:**

<u>Semester 1</u>		<u>Semester 2</u>	
<u>Assessment</u>	<u>Points/Weight</u>	<u>Assessment</u>	<u>Points/Weight</u>
Quiz	15	Quiz	15
Graded Classwork	15	Graded Classwork	15
Graded Worksheet	10	Graded Worksheet	10
Project	10	Project	10
Portfolio	10	Portfolio	10
Class Participation	10	Class Participation	10
Exam	30	Exam	30

Cross-Curricular Project(s):

1 Project per semester that is integrated with two or more subjects depending on the topic.