

**Coalinga High School
Power Standards**

Name of Course: Web Page Design 1
Department: Business

Week of	Standards Number & Summary of Language	Content What do we want students to learn?	Skills What do we want students to be able to do?	Common Assessment How will we know if they learned it?	Re-Teaching
	B1.1 Know the basic functions of media design software, such as keyframe animation, two-dimensional design, and three-dimensional design.	Students should learn the fundamental technologies used in Web design, including HTML, CSS, Graphics, and Animation.	Students should be able to code in HTML and CSS. Students should be able to develop and modify graphics. Students should be able to create animations.	Students will turn in assignments and their Web pages will be tested and graded. Students will complete Web site projects. Students will take multiple choice, true-false, exams for each unit.	Web page assignments will throughout the year. Areas identified as weakness will be reviewed with additional assignments. Students can also attend after-school tutorial twice a week.
	B1.2 Use appropriate software to design and produce professional-quality images, documents, and presentations.	Students should be skilled in utilizing industry standards software. Work needs to be high quality.	Students will be able to use the following industry standard software: Dreamweaver, Fireworks, and Flash.	Students will turn in assignments and their Web pages will be tested and graded. Students will complete Web site projects. Students will take multiple choice, true-false, exams for each unit.	Web page assignments will throughout the year. Areas identified as weakness will be reviewed with additional assignments. Students can also attend after-school tutorial twice a week.
	B1.6 Know the basic design elements necessary to produce effective print, video,	The Web is a showcase of various media. Students	Students will be able to create Web pages for print and Web	Students will turn in assignments and their Web pages will be	Web page assignments will throughout the year.

	<p>audio, and Web-based media.</p>	<p>should be able to meet the needs of clients and have exposure to producing print, audio, and video Websites.</p>	<p>pages with audio. Once we upgrade our software students will be able to produce Web pages with video.</p>	<p>tested and graded.</p> <p>Students will complete Web site projects.</p> <p>Students will take multiple choice, true-false, exams for each unit.</p>	<p>Areas identified as weakness will be reviewed with additional assignments.</p> <p>Students can also attend after-school tutorial twice a week.</p>
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**Coalinga High School
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Name of Course: Web Page Design 2

Department: Business

Week of	Standards Number & Summary of Language	Content What do we want students to learn?	Skills What do we want students to be able to do?	Common Assessment How will we know if they learned it?	Re-Teaching
	B5.10 Differentiate among various versions of Internet programming languages.	I want students to learn JavaScript and PHP. I also want students to know that the importance of the DOCTYPE for rendering various versions of HTML and CSS.	Students should be able to use JavaScript and PHP in their Web pages. Students should be able to use the appropriate DOCTYPE.	Students will turn in assignments and their Web pages will be tested and graded. Students will complete Web site projects. Students will take multiple choice, true-false, exams for each unit.	Web page assignments will throughout the year. Areas identified as weakness will be reviewed with additional assignments. Students can also attend after-school tutorial twice a week.
	B5.6 Know the tools needed to enable databases to collect data from Web site visitors (e.g., how to create forms and create a database of collected information and how to manage an online database) and the tools needed for general Web site management, including basic HTML coding, Web	I want my students to be able create HTML forms and understand database theory. I also want my students to be able to use JavaScript to validate forms and provide user feedback. Students should also know the FTP protocol to maintain their Websites, JavaScript, and PHP.	Students should be able to create forms that enter, update, and delete data on a MySQL database. In addition, students should be able to create HTML forms that provide front-end validation and update a remote database.	Students will turn in assignments and their Web pages will be tested and graded. Students will complete Web site projects. Students will take multiple choice, true-false, exams for each unit.	Web page assignments will throughout the year. Areas identified as weakness will be reviewed with additional assignments. Students can also attend after-school tutorial twice a week.

	site statistical tracking, standard scripting languages, and advanced communications protocols.				
	B5.4 Know the tools needed to enable multimedia capabilities (e.g., still images, animated graphics, sound, video) for Web sites.	The Web is a showcase of various media. Students should be able to meet the needs of clients and have exposure to producing print, audio, and video Websites.	Students will be able to create Web pages for print and Web pages with audio. Once we upgrade our software students will be able to produce Web pages with video.	Students will turn in assignments and their Web pages will be tested and graded. Students will complete Web site projects. Students will take multiple choice, true-false, exams for each unit	Web page assignments will throughout the year. Areas identified as weakness will be reviewed with additional assignments. Students can also attend after-school tutorial twice a week.

**Coalinga High School
Power Standards**

Name of Course: Computer Programming
Department: Business

Week of	Standards Number & Summary of Language	Content What do we want students to learn?	Skills What do we want students to be able to do?	Common Assessment How will we know if they learned it?	Re-Teaching
	D2.2 Compare programs by using control structures, procedures, functions, parameters, variables, error recovery, and recursion.	<p>Students should understand that all programming languages use the same control structures. If you learn one language and can use control structures well, you can adapt well to all programming languages in the future.</p> <p>By comparing computer languages and finding how control structures differ in syntax, a student leverages prior knowledge and acquires new knowledge.</p>	<p>I want my students to be able to code within two programming environments. I want them to be able to program using Alice and Greenfoot using their respective coding languages.</p> <p>Students will be able to compare coding syntax for both coding languages.</p>	<p>Students will turn in program assignments and their programs will be tested and graded.</p> <p>Students will complete programming projects.</p> <p>Students will take multiple choice, true-false, exams for each unit. .</p>	<p>Programs will be coded several times during the year. Areas identified as weakness will be reviewed with additional assignments.</p> <p>Students can also attend after-school tutorial.</p>
	D1.1 Develop information technology-based strategies and project plans to solve specific problems.	Students should know that planning is essential for success in creating software. Poorly planned	Students should be able to identify requirements for a program and used commonly used	Students will turn in program assignments and their programs will be tested and graded.	Programs will be coded several times during the year. Areas identified as weakness will be

		<p>programs often fail. Planning is of such importance that there are various versions of the System Development Life Cycle (SLDC).</p>	<p>constructs in meeting these requirements.</p>	<p>Students will complete programming projects.</p> <p>Students will take multiple choice, true-false, exams for each unit. .</p>	<p>reviewed with additional assignments.</p> <p>Students can also attend after-school tutorial.</p>
	<p>D1.4 Know the software development process.</p>	<p>They should know that real-world business implement a methodology in their software development process. These processes should be taught and used.</p>	<p>I want my students to be able to follow a set process for software development.</p>	<p>Students will document that they have followed the process by filling in a form.</p>	<p>The development process will be used many times over the second semester.</p>