**INFORMATION TECHNOLOGY CAREER CLUSTER DESIGN**

***CHECKLIST*:** ***Web Page Design* (10201)**

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| **Standard** | **Dates Taught** | **Notes** |
| **Web Page Design (1)** |
| 1. Develop flowchart, navigational blueprints and schema.
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| 1. Create sample design showing placement of buttons/navigational graphics and suggested color scheme.
 |  |  |  |  |  |
| 1. Develop storyboards.
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| 1. Demonstrate knowledge of available graphics, video, motion graphics, web software programs.
 |  |  |  |  |  |
| 1. Identify how different user agents *(browsers, devices)* affect the digital communication product.
 |  |  |  |  |  |
| 1. Create and produce content.
 |  |  |  |  |  |
| 1. Create and refine design concepts.
 |  |  |  |  |  |
| 1. Identify, utilize and create reusable components.
 |  |  |  |  |  |
| 1. Apply color theory to select appropriate colors.
 |  |  |  |  |  |
| 1. Apply knowledge of typography.
 |  |  |  |  |  |
| 1. Apply principles and elements of design.
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| 1. Evaluate visual appeal.
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| 1. Demonstrate knowledge of basic web application security.
 |  |  |  |  |  |
| 1. Demonstrate knowledge of HTML, XHTML, and CSS.
 |  |  |  |  |  |
| 1. Explain importance of web standards.
 |  |  |  |  |  |
| 1. Demonstrate knowledge of Web 2.0.
 |  |  |  |  |  |
| 1. Explain the importance of ethical behaviors and legal issues.
 |  |  |  |  |  |
| 1. Demonstrate knowledge of how to use a scripting language to program a site.
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| 1. Describe the function of a non-disclosure agreement *(NDA).*
 |  |  |  |  |  |
| 1. Differentiate between copyright and trademarks.
 |  |  |  |  |  |

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| 1. Explain the concept of intellectual property.
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| 1. Define scope of work to achieve individual and group goals.
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| 1. Use available reference tools as appropriate.
 |  |  |  |  |  |
| 1. Explain the features and functions of Web browsing software.
 |  |  |  |  |  |
| 1. Explain the features and functions of Web page design software.
 |  |  |  |  |  |
| 1. Compare and contrast clients and servers.
 |  |  |  |  |  |
| 1. Describe how bandwidth affects data transmission and on-screen image.
 |  |  |  |  |  |