Grades 10-12 Web Design II, Quarter 4, Revised 2013

Big Ideas/Key Concepts: The students will create animation sequences using Adobe Flash, examine the use of scripting languages in Web pages, and the interaction between Web pages and databases.

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<th>Standards</th>
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| Standard 11.0 - Students will apply the appropriate process and technique to create animations. | I can:  
  - Evaluate basic animation creation.  
  - Analyze the application of appropriate background color for use in animation creation.  
  - Demonstrate tweening techniques to construct complicated animations.  
  - Demonstrate industry-accepted techniques to construct and analyze complicated animations.  
  - Design and demonstrate basic scripting functions using markup languages such as Java Script.  
  - Evaluate the purpose and functionality of programming language, such as applets, objects, event handlers, functions, variables and conditionals.  
  - Analyze COTS Web software’s ability to construct the above advanced enhancements.  
  - Differentiate between compiled and interpreted programming languages.  
  - Analyze object-oriented principles and object modeling.  
  - Evaluate object creation and destruction, associations and links, aggregation, | Certified Internet Web Professional – Design Methodology and Technology curriculum from Certification Partners (Lessons 25, 26, 27, 28, 29, 30, and 33) |
Inheritance, and other object design fundamentals.
- Differentiate between Dynamic HTML, DHTML, and HTML.
- Evaluate the structure of a well-formed XML document.
- Use DHTML and XML in a Web site.
- Evaluate the relevance of cookies to JavaScript and to a successful Web site.
- Analyze basic HTTP server administration.
- Evaluate the usefulness of CGI.
- Analyze the anatomy of a database.
- Evaluate the potential of database queries.
- Evaluate database management systems.