

STEAM Year 9 – Web Design

What you will learn

- What a well-designed site should look like
- How to use Dreamweaver
- How to use Photoshop

STEAM SKILLS

Using failure to learn and grow
Creativity
Understanding of tools

<u>Lesson Overview</u>	<u>HW</u>	<u>Key Words</u>
<p>Lesson 1 What makes good website design</p> <ul style="list-style-type: none"> ➤ What should you do ➤ What shouldn't you do? ➤ Using tables ➤ Consistency <p>Lesson 2 Intro to Dreamweaver</p> <ul style="list-style-type: none"> ➤ Create a set of 6 top trumps ➤ Using tables ➤ Adding text / colour <p>Lesson 3 Using Photoshop to complete Top Trumps</p> <ul style="list-style-type: none"> ➤ Add a Banner ➤ Add a Button ➤ Add a Rollover <p>Lesson 4 Start creating your own site</p> <ul style="list-style-type: none"> ➤ Use skills learnt so far to start building your site <p>Lesson 5 Continue to build site</p> <ul style="list-style-type: none"> ➤ Continue with your own site – homepage and page 1 <p>Lesson 6 Continue to build site</p> <ul style="list-style-type: none"> ➤ Continue with your own site – page 1 / 2 <p>Lesson 7 Assessment</p> <ul style="list-style-type: none"> ➤ Film any links and rollovers you have made. ➤ Print screen each page (in Chrome). / Peer & self-assessment 	<p>L1 Find 6 images for your top trumps and save in folder.</p> <p>L2: design your Top trumps</p> <p>L3 What will you design a site about? Find an example of a site that has a similar theme/ topic to your own. Print screen the Homepage and 2 other pages on the site. Answer the following q's</p> <p>L4 Plan what your homepage will look like.</p> <p>L4 Plan the 2 other pages for your site</p> <p>L6 Assessment poster</p>	<p>Homepage / Landing page Rollover Links Buttons HTML Tables Consistency Theme Colour Pallete</p>
<p>Suggested reading or support available</p>	<p>Cross curricular</p> <p>Literacy links</p>	

SUCCESS CRITERIA

Highlight your starting point for each skill in **PINK**, at the end of the project highlight where you think you got to in **BLUE**.

Grade Range	Using failure to learn and grow	Creativity	Understanding of tools
0	I presented no work.	I presented no work.	I presented no work.
1	<p>WWW: I can identify some basic errors and mistakes with my work.</p> <p>EBI: I need to reflect more on my mistakes and try to not repeat them.</p>	<p>WWW: I can develop some ideas using existing examples and try to make my own changes to them.</p> <p>EBI: I need to make my designs my more my own and try to bring something new into them.</p>	<p>WWW: I know which tools or software to select and can use them for basic tasks safely (with hand tools or computer software).</p> <p>EBI: I need to be able to choose the correct tools (hand tools or software) and understand the risks.</p>
4	<p>WWW: I can identify some issues and mistakes and overcome them. I can reflect on the causes of mistakes and see why they happened.</p> <p>EBI: I need to think more carefully about past experiences\mistakes so that I do not make the same mistake again.</p>	<p>WWW: I can develop and show some fresh ideas and my examples are mostly developed by myself.</p> <p>EBI: I need to use other peoples examples and ideas more for inspiration than copying and develop my own style.</p>	<p>WWW: I can select the correct tools (hand tools or software) and know the risks of that tool.</p> <p>EBI: I need to expand my knowledge and features of different tools (hand and software).</p>
6	<p>WWW: I managed to independently identify and fix issues and mistakes.</p> <p>EBI: I should refer to my past errors (looking at my past work) and attempt to resolve potential mistakes at the design stages.</p>	<p>WWW: I use examples only as a start point and can develop numerous different options from there. My final ideas clearly show my own personality and style.</p> <p>EBI: I need to try and produce alternative unique ideas that accurately meet the design requirements.</p>	<p>WWW: I can make good choices in my selection of tools (hand tools and software) for safe and efficient use. I have a good understanding of their purpose.</p> <p>EBI: I need to expand my knowledge and purpose of a wider range of tools and equipment so I can work more effectively.</p>
8	<p>WWW: I can shown and explain, using previous issues and mistakes, why my work or solutions will be more likely to succeed than in previous efforts.</p> <p>EBI: When testing a problem, I need to make sure that I also try to prove something doesn't work as well as what does work to gain a better understanding.</p>	<p>WWW: I can develop multiple new ideas and options that accurately meet the design requirements. My solutions are highly innovative, unique and purposeful.</p>	<p>WWW: I know the pros and cons of different tools (hand tools and software) and can make clear decisions on which to use for safety and efficiency. I have an excellent understanding of how they work and their capabilities.</p> <p>EBI: I can expand my knowledge and understanding of tools (hand\machine and software tools) that are used in the real world.</p>