Web Design
CSB2200

Course Description
This course will guide the student in developing web pages using HTML and CSS. Included in the course are principles of good web design and an introduction to basic JavaScript programming. The text is supported by simulated tasks with real-time feedback.

Rationale
This course is designed to offer the student hands-on practical experience that will equip them with the knowledge and skills to build real-world websites.

Prerequisite
Junior Standing

Measurable Learning Outcomes
A. Identify the principles of good web page design
B. Build websites using HTML5 and CSS3 components
C. Demonstrate use of JavaScript in web pages

Course Materials
See LUOA’s Systems Requirements for computer specifications necessary to operate LUOA curriculum. Also view Digital Literacy Requirements for LUOA’s expectation of users’ digital literacy.

This course contains additional physical materials. See the materials page toward the end of this syllabus for a listing of course materials.

This course makes use of third-party digital resources to enhance the learning experience. LUOA staff and faculty have curated these resources. Students can safely access them to complete coursework. Please ensure that internet browser settings, pop-up blockers, and other filtering tools allow for these resources to be accessed. See Technologies and Resources Used in this Course below for a specific list.

- Note: Embedded YouTube videos may be utilized to supplement LUOA curriculum. YouTube videos are the property of the respective content creator, licensed to YouTube for distribution and user access. As a non-profit educational institution,
LUOA is able to use YouTube video content under the YouTube Terms of Service. For additional information on copyright, please contact the Jerry Falwell Library.

Technologies and Resources Used in this Course
The following resource(s) are used throughout this course:
- Cengage MindTap

Course Grading Policies
The student’s grades will be determined according to the following grading scale and assignment weights. The final letter grade for the course is determined by a 10-point scale. Assignments are weighted according to a tier system, which can be referenced on the Grades Page in Canvas. Each tier is weighted according to the table below. Items that do not affect the student’s grade are found in Tier 0.

<table>
<thead>
<tr>
<th>Grading Scale</th>
<th>Assignment Weights</th>
</tr>
</thead>
<tbody>
<tr>
<td>A 90-100%</td>
<td>Tier 0 0%</td>
</tr>
<tr>
<td>B 80-89%</td>
<td>Tier 1 25%</td>
</tr>
<tr>
<td>C 70-79%</td>
<td>Tier 2 35%</td>
</tr>
<tr>
<td>D 60-69%</td>
<td>Tier 3 40%</td>
</tr>
<tr>
<td>F 0-59%</td>
<td></td>
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</tbody>
</table>

Course Policies
Students are accountable for all information in the Student Handbook. Below are a few policies that have been highlighted from the Student Handbook.

Types of Assessments
To simplify and clearly identify which policies apply to which assessment, each assessment has been categorized into one of four categories: Lesson, Assignment, Quiz, or Test. Each applicable item on the course Modules page has been designated with an identifier chosen from among these categories. Thus, a Quiz on the American Revolution may be designated by the title, “1.2.W Quiz: The American Revolution.” These identifiers were placed on the Modules page to help students understand which Honor Code and Resubmission policies apply to that assessment (see the Honor Code and Resubmission policies on the pages that follow for further details).

- **Lesson**: *Any item on the Modules page designated as a “Lesson”*
  These include instructional content and sometimes an assessment of that content. Typically, a Lesson will be the day-to-day work that a student completes.
- **Assignment**: *Any item on the Modules page designated as an “Assignment”*
  Typical examples of Assignments include, but are not limited to, papers, book reports, projects, labs, and speeches. Assignments are usually something that the student should do his or her best work on the first time.
• **Quiz:** Any item on the Modules page designated as a “Quiz”
  This usually takes the form of a traditional assessment where the student will answer
  questions to demonstrate knowledge of the subject. Quizzes cover a smaller amount of
  material than Tests.

• **Test:** Any item on the Modules page designated as a “Test”
  This usually takes the form of a traditional assessment where the student will answer
  questions to demonstrate knowledge of the subject. Tests cover a larger amount of
  material than Quizzes.

**Resubmission Policy**
Students are expected to submit their best work on the first submission for every Lesson,
Assignment, Quiz, and Test. However, resubmissions may be permitted in the following
circumstances:

• **Lesson:** Students are automatically permitted two attempts on a Lesson. The student
  may freely resubmit for their first two attempts without the need for teacher approval.

• **Assignment:** Students are intended to do their best work the first time on all
  Assignments. However, any resubmissions must be completed before the student
  moves more than one module ahead of that Assignment. For example, a student may
  resubmit an Assignment from Module 3 while in Module 4 but not an Assignment from
  Modules 1 or 2. High School students may not resubmit an Assignment without
  expressed written permission from the teacher in a comment.

• **Quiz:** Students may NOT resubmit for an increased grade.

• **Test:** Students may NOT resubmit for an increased grade.

If a student feels that he or she deserves a resubmission on a Lesson, Assignment, Quiz, or
Test due to a technical issue such as a computer malfunction, the student should message his
or her teacher to make the request, and that request will need to be approved by a Department
Chair.

**Consequences for Violations to the Honor Code**
Every time a student violates the Honor Code, the teacher will submit an Honor Code Incident
Report. The Student Support Coordinator will review the incident and allocate the appropriate
consequences. Consequences, which are determined by the number of student offenses, are
outlined below:

• **Warning:** This ONLY applies to high school Lessons and elementary/middle school
  Assignments and Lessons. Students should view these actions as learning
  opportunities.
    • **Lessons:** A zero will be assigned for the question only.
    • **Elementary/Middle School Assignment:** The student must redo his or her
      work; however, the student may retain his or her original grade.

• **1st Offense:**
  • **Lesson, Quiz, or Test:** The student will receive a 0% on the entire assessment.
  • **Assignment:** The student will either:
    • Receive a 0% on the original assignment
- Complete the Plagiarism Workshop
- Retry the assignment for a maximum grade of 80%
- **2nd Offense:** The student will receive a 0% and be placed on academic probation.
- **3rd Offense:** The student will receive a 0% and the Faculty Chair will determine the consequences that should follow, possibly including withdrawal from the course or expulsion from the academy.
Materials List
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COURSE MATERIALS

- Cengage MindTap – access to this simulation software is provided directly through your Canvas course – no access code or key is required
- USB flash drive or cloud storage - this course may require students to create several projects which should be backed up regularly to a flash drive or a repository on the Cloud. Lost projects which are not backed up may need to be recompleted if there are technical issues for the student.
Scope and Sequence
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Topic 1: Getting Started with HTML5
Topic 2: Getting Started with CSS
Topic 3: Designing a Page Layout
Topic 4: Graphic Design with CSS
Topic 5: Designing for the Mobile Web
Topic 6: Working with Tables and Columns
Topic 7: Designing a Web Form
Topic 8: Enhancing a Website with Multimedia
Topic 9: Getting Started with JavaScript
Topic 10: Exploring Arrays, Loops, and Conditional Statements