

**CORRELATION
FLORIDA DEPARTMENT OF EDUCATION
INSTRUCTIONAL MATERIALS CORRELATION
COURSE STANDARDS/BENCHMARKS**

SUBJECT: IT / Web Design
GRADE LEVEL: 9-12
COURSE TITLE: Foundations of Web Design
COURSE CODE: 9001110
SUBMISSION TITLE: KidCoder: Web Design
BID ID: 2978
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BENCHMARK CODE	BENCHMARK	LESSONS WHERE BENCHMARK IS DIRECTLY ADDRESSED IN-DEPTH IN MAJOR TOOL (Include the student edition and teacher edition with the page numbers of lesson, a link to lesson, or other identifier for easy lookup by reviewers.)
<p>PUBLISHER'S NOTE AND INSTRUCTIONS: Student material (lesson text, activity instructions, etc) and Teacher material (teacher's guide, activity solutions, etc) are co-located in the same place within each online chapter. Student logins can see only the student material, while teacher logins (including review logins) can see both the teacher and student material. Therefore, a citation of "Chapter X, Lesson Y" is good for BOTH student material (lesson text, activity instructions) and teacher material (teacher's guide, activity solutions). Instructional videos are not specifically cited unless otherwise noted, though they also contain much of the same material found in the lesson text.</p> <p>The cited lessons demonstrate where concepts are first introduced, and in most cases those concepts are subsequently used throughout the course (e.g. CSS introduced in chapter 6, and used heavily thereafter).</p> <p>For a video walkthrough of the online system and review process, please visit our Florida landing page at: http://www.compuscholar.com/florida</p>		

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CTE Standards and Benchmarks		
01.0	Demonstrate proficiency in website planning and the design process. –The student will be able to:	See below
01.01	Define information architecture.	Chapter 13, Lesson 1 (Project Planning)
01.02	Discuss the importance of information architecture to web design and development.	Chapter 13, Lesson 1 (Project Planning)
01.03	Conduct a client interview to determine the business purpose and needs.	Supplemental Lesson 4 (Project Management), Supplemental Activity 4 (Your Client Docs)
01.04	Conduct a competitive analysis.	Supplemental Lesson 4 / Activity 4 - Project Management / Your Client Docs
01.05	Identify stages in the web design process and describe the activities comprising each stage.	Chapter 14, Lessons 1, 2, and 3 (team project with research, design, implementation, testing stages) Supplemental Lesson 4 (Project Management), Supplemental Activity 4 (Your Client Docs)
01.06	Define the site structure by creating a content map, storyboard, and associated wireframes.	Chapter 13, Lesson 1 (Project Planning) Chapter 14, Lessons 1 and 2 (use of site map, storyboard, wireframe in team projects)
01.07	Create a global site map.	Chapter 13, Lesson 1 (Project Planning) Chapter 14, Lessons 1 and 2 (use of site map, storyboard, wireframe in team projects)
01.08	Discuss the legal and ethical issues related to web design.	Chapter 16, Lesson 1 (Computer Ethics)
01.09	Describe accessibility and its implications on web design.	Chapter 13, Lesson 2 (Accessibility)
01.10	Create a web site mock-up for client approval.	Supplemental Lesson 4 (Project Management), Supplemental Activity 4 (Your Client Docs)

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02.0	Develop markup language structures. –The student will be able to:	See below
02.0	Define common markup languages and their usage.	Chapter 1, Lesson 2 (The Language of "Mark-Up")
02.02	Examine emerging and new markup languages.	Chapter 16, Lesson 3 (Emerging Trends in HTML5)
02.03	Determine browser support and appropriate usage of markup languages (existing and emerging).	Chapter 17, Lesson 1 (HTML5 and Web Browsers) Chapter 20, Lesson 1 (Browser Compatibility)
02.04	Identify common DOCTYPEs (e.g., Strict, Transitional and Frameset) and describe their appropriate use.	Chapter 2, Lesson 4 (HTML File Layout)
03.0	Create basic webpages. –The student will be able to:	See below
03.01	Create basic webpage structures using common markup elements and attributes.	Students will create web pages with appropriate elements and attributes throughout the course, including 4 separate multi-page websites: "Raptors" in the first semester, "Aquamaniacs" in the second semester, and two team-driven student projects. Examples lessons include: Chapter 2, Lesson 4 (HTML File Layout) - <html>, <head>, <body> Chapter 3, Lesson 1 (Header Elements) - <meta>, <title>, attributes Chapter 3, Lesson 2 (Body Elements) - <h1>, <p> Chapter 4, Lesson 1 (Dividing Up Your Page) - <div>, Chapter 4, Lesson 3 (HTML Lists) - , ,
03.02	Incorporate list structures in a webpage (i.e., ordered, unordered, definition, nested).	Chapter 4, Lesson 3 (HTML Lists) Chapter 24, Lesson 1 (Dynamic Menus and Nested Lists)

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03.03	Incorporate link structures in a webpage (i.e., external, internal, email).	Chapter 5, Lesson 1 (Bookmarks and Hyperlinks) Chapter 5, Lesson 2 (The Internal (Relative) Link) Chapter 5, Lesson 3 (The Navigation Bar) Chapter 5, Lesson 4 (The External (Absolute) Link) Chapter 5, Lesson 5 (Email Links)
03.04	Research and incorporate web color usage principles in a webpage.	Chapter 6, Lesson 2 (Choosing Colors) Chapter 10, Lesson 1 (Design Principles) Chapter 10, Activity (Brand Research) Chapter 11, Lesson 1 (Finding and Editing Images)
04.0	Incorporate images and graphical formatting on a webpage. –The student will be able to:	See below
04.01	Describe usage guidelines (e.g., format types, size, relevance) for integrating images and graphics onto a webpage.	Chapter 10, Lesson 1 (Design Principles) Chapter 11, Lesson 1 (Finding and Editing Images)
04.02	Compare and contrast standard image formats used in webpage design.	Chapter 11, Lesson 1 (Finding and Editing Images)
04.03	Incorporate graphics into a webpage design.	Chapter 8, Lesson 2 (Background Images) Chapter 11, Lesson 1 (Finding and Editing Images) Chapter 11, Lesson 2 (Adding Images) Chapter 11, Lesson 3 (Positioning and Styling Photos) Chapter 11, Activities 1 and 2
04.04	Create and incorporate image maps in a webpage.	Supplemental Lesson 10 / Activity 10 (Image Maps)
04.05	04.05 Optimize images and graphics for use in a webpage.	Chapter 11, Lesson 1 (Finding and Editing Images) Chapter 11, Activity 1 (Cropping and Re-Sizing the Great Grey Owl)

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05.0	Create a basic table structure . –The student will be able to:	See below
05.01	Describe how tables are used in web design.	Chapter 12, Lesson 1 (Adding a Table)
05.02	Discuss the advantages and disadvantages of incorporating tables in a webpage design.	Chapter 12, Lesson 1 (Adding a Table)
05.03	Define and modify table structures for the presentation of tabular information.	Chapter 12, Lesson 1 (Adding a Table) Chapter 12, Lesson 2 (Table Formatting) Chapter 12, Lesson 3 (Finishing Touches) Chapter 12 Activity (Raptor Size Table)
05.04	Create accessible tables using standard table elements and attributes.	Chapter 12, Lesson 3 (Finishing Touches) Chapter 14, Lesson 2 / Activity 2 (Build Your Website) - includes one table following accessibility rules
06.0	Incorporate form structures in a webpage . – The student will be able to:	See below
06.01	Create an accessible form using common elements, including form, fieldset, legend, textarea, select, option, button, and input (radio, checkbox, submit, reset, image, password, hidden).	Supplemental Lesson 11 / Activity 11 (Forms)
06.02	Describe and diagram the relationship between XHTML forms and server-side technologies.	Supplemental Lesson 11 / Activity 11 (Forms)
06.03	Compare and contrast the GET and POST methods for forms handling.	Supplemental Lesson 11 / Activity 11 (Forms)
06.04	Define form validation and describe how it is accomplished.	Supplemental Lesson 11 / Activity 11 (Forms)

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06.05	List popular server-side technologies often used to process content sent from XHTML forms.	Supplemental Lesson 11 / Activity 11 (Forms)
06.06	Use labels with form elements.	Supplemental Lesson 11 / Activity 11 (Forms)
06.07	Connect a XHTML form to a server-side script for processing.	Supplemental Lesson 11 / Activity 11 (Forms)
07.0	Describe frame structures and their usage. – The student will be able to:	See below
07.01	Explore frame and iframe structures and support issues.	Supplemental Lesson 12 / Activity 12 (Frames)
07.02	Describe appropriate uses of iframes.	Supplemental Lesson 12 / Activity 12 (Frames)
07.03	Incorporate frame structure in a webpage.	Supplemental Lesson 12 / Activity 12 (Frames)
08.0	Use Cascading Style Sheets (CSS). –The student will be able to:	See below
08.01	Define CSS and describe its importance in web design.	Chapter 6, Lesson 1 (Inline Styles)
08.02	Compare and contrast existing and emerging CSS versions.	Chapter 6, Lesson 1 (Inline Styles) Chapter 20, Lesson 1 (Browser Compatibility)
08.03	Determine browser support and appropriate usage of CSS (existing and emerging versions).	Chapter 20, Lesson 1 (Browser Compatibility)
08.04	Explain "document flow" and describe its implications on web design.	Chapter 4, Lesson 1 (Dividing Up Your page) Chapter 9, Lesson 1 (Arranging Containers) Chapter 9, Lesson 4 (Floating Positions)

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08.05	Recognize and use element selectors, ID selectors, class selectors, pseudo-class selectors, and descendant selectors.	Chapter 6, Lesson 1 (Inline Styles) and Lesson 3 (Embedded CSS) - element selectors Chapter 7, Lesson 3 (Styling by ID, Class or Group) - ID and class selectors Chapter 22, Lessons 1, 2, and 3 - relationship / descendant selectors Chapter 23, Lessons 1, 2, and 3 - pseudo selectors
08.06	Explain how inheritance and specificity affect CSS rule conflicts.	Chapter 6, Lesson 4 (Applying CSS Rules)
08.07	Use inline styles, embedded style sheets, and external style sheets.	Chapter 6, Lesson 1 (Inline Styles) Chapter 6, Lesson 3 (Embedded CSS) Chapter 6, Lesson 5 (External Cascading Style Sheets)
08.08	Use the link and import methods to connect to an external style sheet.	Chapter 6, Lesson 5 (External Cascading Style Sheets) Chapter 6 Activity (External Raptors CSS)
08.09	Use CSS shorthand techniques to create efficient and concise style sheets.	Chapter 7, Lesson 2 (Margins and Padding) - margin and padding shortcuts Chapter 8, Lesson 3 (Borders) - border shortcuts Chapter 20, Lesson 2 (Colors and Transparency) - color shortcuts Chapter 21, Lesson 1 (Advanced Backgrounds) - background shortcuts

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08.10	Apply basic CSS properties (background, border, clear, color, float, font, height, line-height, list-style, margin, overflow, padding, position, text-align, text-indent, width, z-index, padding).	background - Chapter 6, Lesson 1; Chapter 8, Lesson 2; Chapter 21, Lesson 1 border - Chapter 8, Lesson 3; Chapter 20, Lesson 3 color - Chapter 6, Lesson 1; Chapter 6, Lesson 2 float and clear - Chapter 9, Lesson 4 font - Chapter 7, Lesson 1; Chapter 20, Lesson 4 width and height - Chapter 8, Lesson 2; Chapter 9, Lesson 1; Chapter 11, Lesson 2; Chapter 19, Lesson 1 line-height - Chapter 7, Lesson 1 list-style - Chapter 10, Lesson 3 margin and padding - Chapter 7, Lesson 2 overflow - Chapter 9, Lesson 4 position - Chapter 9, Lessons 1, 2, and 4 text-align - Chapter 10, Lesson 2 text-indent - Chapter 18, Lesson 3 z-index - Chapter 9, Lesson 3
08.11	Use CSS to style tables (e.g., borders, width, spacing, alignment, background).	Chapter 12, Lesson 2 (Table Formatting)
08.12	Use CSS to enhance the appearance and usability of an XHTML form.	Supplemental Lesson 11 / Activity 11 (Forms)
09.0	Examine web design technologies and techniques. –The student will be able to:	See below
09.01	Compare and contrast common authoring tools.	Chapter 16, Lesson 4 (Web Editing Tools)
09.02	Compare and contrast client-side and server-side technologies.	Chapter 13, Lesson 3 (Static, Dynamic, and Interactive Sites)
09.03	Define e-commerce types and usage.	Chapter 13, Lesson 4 (Search Engine Optimization and Marketing)

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09.04	Describe database connectivity relative to websites.	Chapter 13, Lesson 3 (Static, Dynamic, and Interactive Sites)
09.05	Identify technologies to enhance user experience.	Chapter 13, Lesson 2 (Accessibility) - screen readers, closed captions Chapter 13, Lesson 3 (Static, Dynamic, and Interactive Sites) - JavaScript Chapter 24 - dynamic menus via CSS Chapters 25, 26, 27 - JavaScript
10.0	Describe the process for publishing a website . – The student will be able to:	See below
10.01	Explore domain name selection principles.	Supplemental Lesson 2 (Domain Name Registration)
10.02	Identify process to registering a domain name.	Supplemental Lesson 2 (Domain Name Registration)
10.03	Compare and contrast hosting providers, features, and selection criteria.	Supplemental Lesson 1 (Evaluating Web Hosts and Servers)
10.04	Describe the various means for uploading website files (e.g., FTP, web-based tools).	Chapter 15, Lesson 5 (Network Protocols) - FTP
11.0	Describe how website performance is monitored and analyzed . –The student will be able to:	See below
11.01	Identify issues related to website maintenance.	Supplemental Lesson 4 (Project Management)
11.02	Use webpage validation tools.	Supplemental Lesson 9 / Activity (Validation and Analytics Tools)
11.03	Describe website performance metrics (e.g., visits, time-on-page, time-on-site) and discuss their design implications.	Supplemental Lesson 9 / Activity (Validation and Analytics Tools)
11.04	Demonstrate knowledge of accessibility problems and solutions.	Chapter 13, Lesson 2 (Accessibility)
11.05	Examine indexing, page ranking, basic Search Engine Optimization techniques.	Chapter 13, Lesson 4 (Search Engine Optimization and Marketing)

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11.06	Explore common website analytic tools.	Supplemental Lesson 9 / Activity (Validation and Analytics Tools)
12.0	Create an informational website. –The student will be able to:	See below
12.01	Use GUI (Graphical User Interface) web authoring software to create a multi-page informational website.	Chapter 16, Lesson 5 (Komodo Edit) - and all subsequent activities
12.02	Use image-editing software to enhance website designs with simple graphics.	Chapter 11, Lesson 1 (Finding and Editing Images) Chapter 11, Activity 1 (Cropping and Re-Sizing the Great Grey Owl) Chapter 14, Lessons 1,2 and Activities 1,2 (Mid-Term project includes creating new graphic content)
12.03	Use animation software to enhance website designs.	Chapter 27, Lesson 3 (jQuery Animation) - jQuery scripting used to create animated effects
12.04	Enhance the website using client-side technologies (rollovers, check plug-ins, pop-up windows).	Chapter 24, Lessons 1, 2, and 3 - implement dynamic menus via CSS and hover states Chapters 25, Lessons 1 and 2 - use JavaScript for pop-ups and dynamic content Chapter 26 and 27 (all lessons) - use jQuery for hiding, showing, sliding, timing, and animation Supplemental Lesson 6 (Java Applets) - use script to check browser support and deploy applets
12.05	Demonstrate efficient, consistent web site development practice (use of templates, snippets).	Chapter 11, Lesson 2 (Adding Images) - creation of template HTML pages Chapter 11, Activity 2 (Creating Other Raptor Sub-Pages) - use of templates to make new pages Chapter 16, Lesson 5 (Komodo Edit Projects) - use Komodo Edit to create HTML5 page from template Chapter 16, Activity 2 (Aquamaniacs Home Page Layout) - use Komodo Edit to create CSS from template Chapter 25, Lesson 2 (JavaScript Events and Functions) - create functions to re-use scripting logic Chapter 25, Lesson 4 (External JavaScript Files) - use Komodo Edit to create JS from template
13.0	Demonstrate language arts knowledge and skills. –The student will be able to:	See below

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13.01	Locate, comprehend and evaluate key elements of oral and written information.	Students will be exposed to oral instruction (lesson videos), written instruction (lesson text) and participate in guided classroom discussions throughout the course. Students will have additional opportunities to find and digest 3rd party specifications and participate in oral interviews: Chapter 13, Lesson 2 (Accessibility) - read & investigate WCAG 2.0 standard Chapter 14, Lesson 3 / Activity 3 - Obtain feedback from others via interviews & rubrics Chapter 16, Lesson 1 (Computer Ethics) - read school Acceptable Use Policy Chapter 16, Lesson 3 (Emerging Trends in HTML5) - read HTML5 standard
13.02	Draft, revise, and edit written documents using correct grammar, punctuation and vocabulary.	Supplemental Lesson 4 / Activity 4 - Project Management / Your Client Docs Supplemental Lesson 7 / Activity 7 - Technical Writing Exercise
13.03	Present information formally and informally for specific purposes and audiences.	Chapter 14, Lessons 1, 2, 3 / Activities 1, 2, 3 - Students will present the results of their work to the class at each stage of the development process Supplemental Lesson 4 / Activity 4 - Students will prepare documents and content for a client, present that information to the client, and gather feedback to make improvements
14.0	Demonstrate mathematics knowledge and skills. –The student will be able to:	See below
14.01	Demonstrate knowledge of arithmetic operations.	Chapter 10, Lesson 1 (Design Principles) - application and calculation of the Golden Ratio
14.02	Analyze and apply data and measurements to solve problems and interpret documents.	Chapter 10, Lesson 1 (Design Principles) - application and calculation of the Golden Ratio Supplemental Lesson 1 (Evaluating Web Servers and Hosts) - analysis and use of bandwidth measurements and hardware characteristics to evaluate hosting needs Supplemental Lesson 9 / Activity 9 (Validation and Analytics Tools) interpretation and use of analytics measurements to understand website performance and guide design considerations
14.03	Construct charts/tables/graphs using functions and data.	Chapter 12, Lesson 1 (Adding a Table) Chapter 12 Activity (Raptor Size Table)