

CompuScholar, Inc.
 Alignment to
 ICT – Web Design Essentials
 Certification Exam Requirements

ICT Course Details:

Course Name:	ICT – Web Design Essentials
Course Code(s):	ICT – Web Design Essentials
Standards Link:	http://www.ictcertified.com/ict-essentials/webdesign.php

CompuScholar Course Details:

Course Title:	Web Design
Course ISBN:	978-0-9887070-3-0
Course Year:	2015

Note 1: Citation(s) listed may represent a subset of the instances where objectives are met throughout the

Introduction

The "ICT – Web Design Essentials" exam is designed to test general HTML and CSS skills, plus knowledge of other technologies involved with the creation of a live website. Preparation for this exam can generally be accomplished within a single school year.

The CompuScholar "KidCoder: Web Design" course teaches fundamental HTML, CSS, and JavaScript skills in a client-only environment. It can be used as preparation for corresponding parts of this exam. Other exam topics are marked as "n/a" below and would need to be covered by supplemental resources, with additional time.

Exam Requirements

Subdomain 3.1 - Demonstrate an understanding of webpage design principles.	CITATION(S)
3.1.1 Identify website domains, and relate a site’s domain to its purpose.	Chapter 5, Lesson 4 Supplemental Lesson 2
3.1.2 Relate basic components of a webpage (e.g., color, space, written content, typography, images, links, multimedia) to aesthetic, functional and/or usable design principles.	Chapter 10, Lesson 1
3.1.3 Define aesthetic design, and explain how aesthetics can affect a visitor’s perception of a website’s information.	Chapter 10, Lesson 1
3.1.4 Demonstrate knowledge of color wheel concepts and effective use of color on a website.	Chapter 6, Lesson 2

3.1.5 Compare functional and usable design principles, and explain how usability can affect a website’s success.	Chapter 10, Lesson 1 Chapter 13, Lesson 1
3.1.6 Critique the aesthetic design, usability and accessibility of sample websites.	Chapter 10, Activity 1 Chapter 17, Activity 1
3.1.7 Define multimedia, and identify its role in webpage interactivity.	Chapter 19 (all Lessons)

Subdomain 3.2 - Plan the design and development of an effective website.	CITATION(S)
3.2.1 Explain the primary steps of the website planning process.	Chapter 13, Lesson 1 Chapter 14 (all Lessons) Supplemental Lesson 4
3.2.2 Apply the website planning process to plan the design for a basic website.	Chapter 14 (all Lessons) Supplemental Lesson 4
3.2.3 Build the site navigation scheme for a website.	Chapter 5, Lesson 3 Chapter 13, Lesson 1 Chapter 24 (all Lessons)
3.2.4 Compare webpage creation using an HTML text editor to using a graphical user interface (GUI) editor.	Chapter 16, Lesson 4
3.2.5 Compare website creation using an online site builder, an offline site builder and a content management system (CMS).	n/a
3.2.6 Modify an existing webpage template to create an effective look and feel for a website.	Chapter 11, Lesson 2 Chapter 14, Lesson 2
3.2.7 Create a website using a template.	Chapter 11, Lesson 2 Chapter 14, Lesson 2

Subdomain 3.3 - Create webpages using basic HTML code and authoring tools.	CITATION(S)
3.3.1 Define “HTML (Hypertext Markup Language)” and related terms, including tag vs. element, container vs. empty tag, block-level vs. inline element, attribute, value, semantic tag.	Chapter 1, Lesson 2 Chapter 2, Lesson 3 Chapter 3, Lesson 1 Chapter 4, Lesson 1
3.3.2 Identify HTML elements required to create webpage structure.	Chapter 2, Lesson 4
3.3.3 Create webpages using basic HTML tags (e.g., headings, lists, character styles, text alignment, tables, comments).	Chapters 3, 4, 6, 7, 10, 12, etc.
3.3.4 Use HTML to create hyperlinks to external sites.	Chapter 5, Lesson 4
3.3.5 Use HTML to insert common image file formats into webpages, and use an image as a hyperlink.	Chapter 11, Lesson 2
3.3.6 Explain Cascading Style Sheet (CSS) technology.	Chapter 6 (all Lessons)
3.3.7 Apply CSS styles to an HTML page.	Chapter 6 (all Lessons)

3.3.8 Create and/or edit animation files, and integrate them into a webpage.	Chapter 27, Lesson 3 (jQuery animation)
3.3.9 Create and/or edit video files, and integrate them into a webpage.	Chapter 19, Lesson 1 Chapter 19, Lesson 2 Supplemental Lesson 5
3.3.10 Use Dynamic HTML (DHTML) to enhance webpage interactivity.	Chapters 25, 26, 27

Subdomain 3.4 - Use collaborative web technologies in a web development or research project.	CITATION(S)
3.4.1 Create and use a wiki or similar tool for collaborating among project team members.	n/a
3.4.2 Create and use a social media page (e.g., Facebook, Wimba) and/or a blog to share content and collaborate on projects.	n/a

Subdomain 3.5 - Prepare webpages for publication, and publish a website to the Internet using appropriate tools.	CITATION(S)
3.5.1 Review webpage content, verify copyright restrictions, and create meta-data before publishing a site to the Internet.	Chapter 3, Lesson 1 Chapter 11, Lesson 1 Chapter 14, Lesson 3
3.5.2 Test webpages for display, functionality, and accessibility before publishing a site to the Internet.	Chapter 14, Lesson 3 Chapter 14, Activity 3 Supplemental Lesson 9
3.5.3 Validate webpage code using W3C validation tools before publishing a site to the Internet.	Supplemental Lesson 9
3.5.4 Describe network issues relating to websites, including bandwidth, compression, streaming, web hosting.	Supplemental Lesson 1
3.5.5 Explain the purpose of File Transfer Protocol (FTP) in accessing information on the Internet.	Chapter 15, Lesson 5
3.5.6 Publish a website using FTP.	n/a
3.5.7 Describe website security methods, including secure server vs. unsecured server, SSL, SSH, encryption.	Chapter 16, Lesson 2