



## Web Design

### Course Syllabus and Planner

*For classrooms starting in the Fall of 2026 or later*

### Course Overview

The CompuScholar **Web Design** curriculum is a one-year (two-semester) course covering required topics in most introductory “Web Design” classes. This course has been aligned to specific course standards in many states. Please visit our course description page for a video tour and alignment information.

<https://www.compuscholar.com/schools/courses/web-design/>

Students should have minimal computer usage skills (e.g. keyboarding, mouse, operating system navigation, file management, and text file editing) prior to starting this course.

### Course Material

The course consists of the following student-facing elements:

- **Instructional Videos** – optional (not required), but enjoyed by many students as an audio-visual introduction to the lesson topics.
- **Lesson Text** – required reading, contains full topic details and coding exercises
- **Quizzes and Exams** – multiple-choice and automatically graded by our system
- **Chapter Activities** – hands-on projects, submitted for a grade

Teachers additionally have access to:

- **Teacher’s Guides** – for each lesson, with suggested discussion questions
- **Quiz and Exam Answer Keys** – PDFs for quick reference
- **Activity Solution Guides** – fully coded activity solutions for each chapter activity



## **Labs and Programming Environment**

This course features a built-in, browser-based development environment that can be accessed from any device. No local software installation is required. Students will code and submit online by typing directly in a web browser. Teachers or students may optionally use any preferred, 3<sup>rd</sup> party development environment and copy the final results into the built-in development environment for final submission and grading.

Each lesson features interactive coding panels with live examples for dynamic student learning. Lessons also typically have one or more “Work with Me” exercises to build confidence and mastery.

Each chapter also contains a larger activity, submitted for a grade. Most chapter activities are fully auto-graded by our system! Teachers maintain full review and grading authority and can modify the automatically assigned grade for any reason. A small number of projects require teacher grading. Rubrics are provided, and no technical expertise is needed.

## **Course Planner**

A typical school year consists of approximately 36 calendar weeks or 180 days of school. The course plan for chapters 1 – 25 covers approximately 153 school days, leaving additional time allocated for review, make-up work, individual projects, and Supplemental Lessons.

Each “day” listed below represents one typical class period of 45 – 60 minutes, so students will typically work 3-5 hours per week. The suggested number of days factors in 1 day per lesson & quiz, 1 day per lab, and 1 day per test. Some classes may move faster or slower than the suggested pace.

Each chapter contains multiple lessons, quizzes, and a chapter test in addition to the listed Lab assignments. Teachers may add Supplemental Lessons as desired to meet state standards or student interest. Team Projects and other assignments may be adjusted to fit the available time.



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## Semester 1 Timeline

Days	Reading and Objectives	Labs
5	<b>Chapter One: Web Tools and Languages</b> <ul style="list-style-type: none"><li>• Web Browsers</li><li>• The Language of "Mark-up"</li><li>• Web Development Tools</li></ul>	<b>Secret Message Hunt</b>
5	<b>Chapter Two: Your First Web Page</b> <ul style="list-style-type: none"><li>• Website Directories and Files</li><li>• Essential HTML Symbols</li><li>• HTML File Layout</li></ul>	<b>Mini Bio Page</b>
5	<b>Chapter Three: Head and Body Elements</b> <ul style="list-style-type: none"><li>• Header Elements</li><li>• Body Elements</li><li>• Highlighting Content</li></ul>	<b>Digital Poster</b>
5	<b>Chapter Four: Organizing Content</b> <ul style="list-style-type: none"><li>• Dividing Up Your Page</li><li>• Keeping It Neat</li><li>• HTML Lists</li></ul>	<b>Class Field Trip</b>



<b>Days</b>	<b>Reading and Objectives</b>	<b>Labs</b>
<b>7</b>	<b>Chapter Five: Connecting Your Site</b> <ul style="list-style-type: none"><li>• Bookmarks and Hyperlinks</li><li>• The Internal Link</li><li>• The Navigation Bar</li><li>• The External Link</li><li>• Email Links</li></ul>	<b>Birthday Bash Page</b>
<b>7</b>	<b>Chapter Six: Cascading Style Sheets</b> <ul style="list-style-type: none"><li>• Inline Styles</li><li>• Choosing Colors</li><li>• Embedded CSS</li><li>• Applying CSS Rules</li><li>• External Cascading Style Sheets</li></ul>	<b>Seashell Bay Vacation</b>
<b>6</b>	<b>Chapter Seven: Common CSS Properties</b> <ul style="list-style-type: none"><li>• Font Styles</li><li>• Margins, Padding, and Alignment</li><li>• Styling by ID, Class, or Group</li><li>• Creating Custom Bullets</li></ul>	<b>Author Spotlight</b>
<b>5</b>	<b>Chapter Eight: Styling Links, Backgrounds, and Borders</b> <ul style="list-style-type: none"><li>• Styling Links</li><li>• Background Images</li><li>• Borders</li></ul>	<b>StreamerCon Planner</b>



<b>Days</b>	<b>Reading and Objectives</b>	<b>Labs</b>
<b>5</b>	<b>Chapter Nine: Working with Graphics</b> <ul style="list-style-type: none"><li>Finding and Editing Images</li><li>Adding Images</li><li>Positioning and Styling Photos</li></ul>	<b>Robotics Competition</b>
<b>6</b>	<b>Chapter Ten: Positioning</b> <ul style="list-style-type: none"><li>Arranging Containers</li><li>Positioning Nested Elements</li><li>Layers, Floats, and Overflows</li><li>Display and Flexbox Layouts</li></ul>	<b>PumpkinFest Map</b>
<b>5</b>	<b>Chapter Eleven: Page Sections</b> <ul style="list-style-type: none"><li>Headers</li><li>Footers</li><li>Navigation Bars</li></ul>	<b>Happy Paws Volunteers</b>
<b>5</b>	<b>Chapter Twelve: Tables</b> <ul style="list-style-type: none"><li>Adding a Table</li><li>Table Formatting</li><li>Finishing Touches for Tables</li></ul>	<b>Study Group Party</b>
<b>6</b>	<b>Chapter Thirteen: Mid-Term Project</b> <ul style="list-style-type: none"><li>Introducing the 5K Website</li></ul>	<b>Creating the Main Page</b> <b>Race Day Info Page</b> <b>Sponsors &amp; Sign-Up Page</b>
<b>72</b>	<b>TOTAL DAYS</b>	<b>END OF SEMESTER 1</b>

*The Semester 2 timeline starts on the next page.*



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## Semester 2 Timeline

Days	Reading and Objectives	Labs
6	<b>Chapter Fourteen: Figures, Annotations, and Articles</b> <ul style="list-style-type: none"><li>• Figures and Captions</li><li>• Figure Annotation</li><li>• Dynamic Annotations</li><li>• Articles and Asides</li></ul>	<b>Aquarium Exhibit Spotlight</b>
5	<b>Chapter Fifteen: Adding Audio and Video</b> <ul style="list-style-type: none"><li>• Linked and Embedded Videos</li><li>• Video Elements</li><li>• Audio Elements</li></ul>	<b>Game Review Hub</b>
6	<b>Chapter Sixteen: Advanced CSS</b> <ul style="list-style-type: none"><li>• Browser Compatibility</li><li>• Opacity and Outlines</li><li>• Rounded Borders and Box Shadows</li><li>• Custom Fonts</li></ul>	<b>Digital Magazine Layout</b>
5	<b>Chapter Seventeen: CSS Graphics</b> <ul style="list-style-type: none"><li>• Advanced Backgrounds</li><li>• Gradients</li><li>• Transformations</li></ul>	<b>Sneaker Showcase</b>



Days	Reading and Objectives	Labs
5	<b>Chapter Eighteen: Relationship Selectors</b> <ul style="list-style-type: none"><li>• Parent-Child Relationships</li><li>• Parent and Child Selectors</li><li>• Sibling Selectors</li></ul>	<b>Escape Room</b>
5	<b>Chapter Nineteen: Pseudo-Selectors</b> <ul style="list-style-type: none"><li>• Pseudo-Class and Pseudo-Element Selectors</li><li>• First and Last Child Pseudo-Selectors</li><li>• Numbered and Combined Selectors</li></ul>	<b>Elite Squad Styling</b>
6	<b>Chapter Twenty: Dynamic Menus</b> <ul style="list-style-type: none"><li>• Dynamic Menu Structures</li><li>• Styling Dynamic Menus</li><li>• Mobile Menu Infrastructure</li><li>• Creating Mobile Menus</li></ul>	<b>Sugar Rush Menu</b>
6	<b>Chapter Twenty-One: Introducing JavaScript</b> <ul style="list-style-type: none"><li>• JavaScript Concepts</li><li>• JavaScript Events and Functions</li><li>• Managing Elements with JavaScript</li><li>• External JavaScript Files</li></ul>	<b>Pizza Trivia</b>



Days	Reading and Objectives	Labs
6	<b>Chapter Twenty-Two: Dynamic Pages with jQuery</b> <ul style="list-style-type: none"><li>The jQuery Library</li><li>Common jQuery Tasks</li><li>jQuery Events and Page Loading</li><li>Hiding and Showing Elements</li></ul>	<b>Dance Night Control Panel</b>
5	<b>Chapter Twenty-Three: jQuery Special Effects</b> <ul style="list-style-type: none"><li>Fading and Sliding</li><li>Timing and Multiple Effects</li><li>jQuery Animation</li></ul>	<b>Carnival Prize Booth</b>
6	<b>Chapter Twenty-Four: Design Strategies</b> <ul style="list-style-type: none"><li>Design Principles</li><li>Sitemaps and Storyboards</li><li>Emerging Trends</li><li>Accessibility</li></ul>	<b>Website Design Analysis</b>
15	<b>Chapter Twenty-Five: Final Project</b> <ul style="list-style-type: none"><li>Design Processes and Teamwork</li><li>Project Planning and Documentation</li><li>Testing and Feedback</li></ul>	<b>Your Project Planning</b> <b>Your Project Implementation</b> <b>Your Project Testing</b>
81	<b>TOTAL DAYS</b>	<b>END OF SEMESTER 2</b>

*Supplemental chapters (optional content) start on the next page.*



## Supplemental Chapters

Supplemental chapters and lessons can be used as desired to meet state standards or provide enrichment topics for students.

<b>Days</b>	<b>Reading and Objectives</b>	<b>Labs</b>
<b>As desired</b>	<b>Supplemental Chapter One: More Web Technologies</b> <ul style="list-style-type: none"><li>• SVG Image Maps</li><li>• HTML forms</li><li>• HTML Frames</li><li>• Static, Dynamic, and Interactive Websites</li><li>• SEO and Marketing</li></ul>	<b>Game Controller Map</b> <b>Robotics Club Sign-Up Form</b>
<b>As desired</b>	<b>Supplemental Chapter Two: Career Skills</b> <ul style="list-style-type: none"><li>• Web Development Roles</li><li>• Student Organizations</li><li>• Workplace Safety</li><li>• Computer Ethics</li><li>• Web Security</li></ul>	<b>Exploring Web Design Careers</b> <b>CTSO Exploration</b>
<b>As desired</b>	<b>Supplemental Chapter Three: Tools and Infrastructure</b> <ul style="list-style-type: none"><li>• Evaluating Web Hosts and Servers</li><li>• Domain Name Registration</li><li>• Using Search Engines</li><li>• Validation and Analytics Tools</li><li>• Video Editing</li></ul>	<b>Smart Web Searching</b> <b>Validate Your Code</b> <b>Create and Edit a Video</b>



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<b>As desired</b>	<b>Supplemental Chapter Four: Computers and Networks</b> <ul style="list-style-type: none"><li>• Survey of Computer Hardware and Software</li><li>• Internet History and Structure</li><li>• Networking Components and Addressing</li><li>• Network Topology</li><li>• Network Protocols</li></ul>	
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