Missouri CTE

Web Design

Introductory Principals: COMM.I.B.1.4	1	**Define terms related to Web projects** IT.VIII.1-2.1
	2	**Use Web-based resources (e.g., tutorials, Webquests, on-line resources, free download sites)** ENTRE.VI.D.3.3
	3	**Discuss E-commerce concepts as they relate to Web-based projects** IT.VII.3.4
	4	**Differentiate among platforms and browsers in relationship to the Web** IT.VII.3.4
	5	**Explain how resolution affects Web page creation** IT.VII.1-2.4
	6	**Identify careers/self-employment and certification opportunities in Web design and production** IT.VII.3.14
	7	**Exhibit leadership skills through a student organization (e.g., FBLA, PBL)** COMM.II.A.4.5
Web Site Design:	1	**Define Web page design principles and elements** IT.VII.1-2.3
	2	**Evaluate Web sites based on design elements and principles (e.g., alignment, color, navigation, user feedback)** IT.VII.1-2.3
	3	**Determine the purpose of the Web site** IT.VII.3.1
	4	**Identify the target audience** IT.VII.3.1
	5	**Select and develop content for site (e.g., research techniques, interview of client)** IT.VII.1-2.3
	6	**Plan an organized layout** IT.VII.1-2.4
	7	**Select an appropriate navigational structure** IT.VII.1-2.6
	8	**Use Web-safe colors and fonts** IT.V.3.5
	9	**Employ proofreading and editing techniques** COMM.I.D.3.6
	10	**Apply Web accessibility standards** IT.VII.3.2
Im Ma		**ecognize the different image types and their extensions (e.g., gif, jpg)** IT.III.3-.5

Skip to main content

	2 Utilize images from various sources (e.g., Internet, CD, scanner, digital camera) IT.V.2-4.2
	3 Use image editing program to create original raster images (e.g., collages, banners, buttons) IT.V.3.5
	4 Use selection tools in image editing program (e.g., lasso, magic wand) IT.V.3.5
	5 Use layering techniques in image editing program to better manage images (e.g., ordering, arranging, naming) IT.V.3.5
	6 Use image editing program to adjust and transform images (e.g., crop, rotate, skew, color, image dimension size) IT.V.3.5
	7 Optimize an image to improve load time IT.V.3.5
	8 Slice an image into separate parts
Page Creation	1 Use Web authoring software to create Web pages
	2 Identify and apply HTML tags and attributes for basic Web page design (e.g., title, metadata, table, link)
	3 Create and use a template
Web Creation	5. Create interactive design elements (e.g., rollover, swap image, slideshow) IT.V.3.5
	5. Incorporate browser plug-ins (e.g., Adobe Acrobat.pdf, Flash.swf, Quicktime.mov) IT.VII.3.1 IT.V.3.5
	5. Use Cascading Style Sheets (CSS) to control page elements (e.g., external, internal, inline) IT.V.3.5
	5. Apply animation tools and techniques IT.V.3.5
Web Page Management	1 Describe various Web publishing techniques IT.VII.3.6
	2 Compare and contrast Web hosting account options IT.V.3.5
	3 Explain the process of obtaining a domain name IT.V.3.5
	4 Create an electronic portfolio CD.V.B.3.3
	5 Organize all content files into folder management IT.III.1.2
	mplement time management techniques CD.III.A.4.2
	reate meta tags to be utilized by a variety of search engines IT.V.3.5

Skip to main content

8 **Demonstrate ethical behavior** COMM.I.D.2.3

9 **Conduct usability testing** IT.VII.3.12

10 **Apply copyright laws in all Web-related projects** IT.VII.3.4

11 **Describe security issues (e.g., viruses, firewalls, passwords, filters)** IT.XIV.3.4