



Course Articulation Agreement Procedures and Provisions

CSC176 - Intermediate Computing Topics (Web Design)

3 Credits

The student will choose an intermediate or advanced computing topic that addresses current technology, with the consent of the instructor, which will be pursued in depth. A learning contract will be created and signed by the student and instructor specifying the competencies to achieve during the course. The chosen topic may be a course in the BBCC catalog.

STUDENT PROCEDURES

1. Enroll in the required high school class.
2. Register for Tech Prep dual credit at www.bigbend.edu/techprep.
3. Register for the Tech Prep dual credit articulated course during the same academic year the high school class is completed. If a series of courses are involved in the articulation, students register for credit during the same academic year the last course in the series is completed. **Students cannot earn "retroactive credit" for courses taken in previous years.**
4. Earn a grade of 'B' (3.0) or better in all courses required under the articulation agreement.
5. Complete all required skills as identified on the competency profile.
6. If an exam or review of completed work is required under the terms of this agreement, students must receive a passing score (determined by college or industry certification) to earn college credit.

TEACHER PROCEDURES

1. Ensure all students receive a copy of the course syllabus outlining information about Tech Prep, the college course competencies, and the process required to earn college credit. Hold students accountable for the same competency standard and course expectations as required by the college-equivalent course (*see competency list attached*).
2. If required for articulation, ensure students are prepared to take industry certification exams, complete a professional portfolio documenting their work, or take a final exam to measure their level of skill and competence in the coursework.
3. Submit final grades for all students registered to earn Tech Prep college credit **within 30 days** of high school course completion.
4. Attend scheduled meetings, workshops or in-service activities that enhance the high school/college partnership and support implementation of the Tech Prep articulated program.

ARTICULATION PROVISIONS

1. This agreement is based upon a minimum of 70 hours contact time in the approved high school course.
2. Students must complete projects and competencies approved by both college and high school instructors.
3. If the high school course content changes, this agreement must be amended and approved by the college instructor.
4. The high school will submit a list of required student projects at the beginning of each academic year.

5. When the college credits are posted, the college course will be identified with the high school course name/project.
6. Credit in this course may be applied to degree requirements in the following program:
 - Computer Science Technology

QUINCY HS COURSE DESCRIPTION AND COMPETENCIES

In this course, you will learn the basics of Macromedia Dreamweaver MX 2004, Flash MX 2004, and Fireworks MX 2004 using the applications together and to create animation and Web sites.

Topic	Material
Dreamweaver Chapter A: Getting Started with Dreamweaver	<ul style="list-style-type: none">• Explore the Dreamweaver Workspace• View a Web Page and Use Help• Plan and Define a Web Site• Add a Folder and Pages and Set the Home Page• Create and View a Site Map
Dreamweaver Chapter B: Developing a Web Page	<ul style="list-style-type: none">• Create Head Content and Set Page Properties• Create, Import, and Format Text• Add Links to Web Pages• Use the History Panel and Edit Code• Modify and Test Web Pages
Dreamweaver Chapter C: Working with Text and Graphics	<ul style="list-style-type: none">• Create Unordered and Ordered Lists• Create, Apply, and Edit Cascading Style Sheets• Insert and Align Graphics• Enhance an Image and Use Alternate Text• Insert a Background Image and Perform Site Maintenance
Dreamweaver Chapter D: Working with Links	<ul style="list-style-type: none">• Create External and Internal Links• Create Internal Links to Named Anchors• Insert Flash Text• Create, Modify and Copy a Navigation Bar• Manage Web Site Links
Dreamweaver Chapter E: Working with Tables	<ul style="list-style-type: none">• Create a Table• Resize, Split, and Merge Cells• Insert and Align Graphics in Table Cells• Insert Text and Format Cell Content• Perform Web Site Maintenance

Flash Chapter A: Getting Started with Macromedia Flash	<ul style="list-style-type: none"> • Understand the Macromedia Flash Environment • Open a Document and Play a Movie • Create and Save a Movie • Work with Layers and the Timeline • Plan a Web Site • Distribute a Macromedia Flash Movie
Flash Chapter B: Drawing in Macromedia Flash	<ul style="list-style-type: none"> • Use the Macromedia Flash Drawing Tools • Edit Drawings • Work with Objects • Work with Text • Work Layers
Flash Chapter C: Working with Symbols and Interactivity	<ul style="list-style-type: none"> • Work with Symbols and Instances • Work with Libraries • Create Buttons • Assign Actions to Buttons
Flash Chapter D: Creating Animations	<ul style="list-style-type: none"> • Create Frame Animations • Create Motion-Tweened Animation • Work with Motion Guides • Create Motion Animation Effects • Animate Text
Flash Chapter E: Creating Special Effects	<ul style="list-style-type: none"> • Create Shape Tween Animations • Create a Mask Effect • Add Sound • Add Scenes • Create a Slide Show Presentation
Fireworks Chapter A: Getting Started with Macromedia Fireworks	<ul style="list-style-type: none"> • Understand the Fireworks Work Environment • Work with New and Existing Documents • Work with Bitmap Images • Create Shapes • Create and Modify Text
Fireworks Chapter B: Working with Objects	<ul style="list-style-type: none"> • Work with Vector Tools • Modify Multiple Vector Objects • Modify Color • Apply Effects to Objects and Text • Apply a Style to Text
Fireworks Chapter C: Importing, Selecting, and Modifying Graphics	<ul style="list-style-type: none"> • Work with Imported Files • Work with Bitmap Selection Tools • Learn About Selection Areas • Select Areas Based on Color
Integration Chapter A: Integrating Macromedia MX 2004 Products	<ul style="list-style-type: none"> • Set Up the Work Environment • Place Fireworks Images in a Dreamweaver Document • Edit Fireworks Images from a Dreamweaver Document • Insert and Edit Macromedia Flash Movies in Dreamweaver

Teaching Methods:

1. Lectures/Demonstrations: Important material from the text and outside sources will be covered in class. You should plan to take careful notes as not all material can be found in the texts or readings. Discussion is encouraged as is student-procured, outside material relevant to topics being covered.
2. Assignments: Concepts Reviews, Skills Reviews, Independent Challenges and other projects and readings will be periodically assigned to help support and supplement material found in the lessons. These assignments may require the application of various software applications.
3. Quizzes: Occasional scheduled or unscheduled quizzes will be given to help ensure you stay up with assigned material.
4. Exams: Three exams will be given. The exams will be closed book/note and will test assigned readings and material discussed in class. Review sheets will be provided before the exam day. The final exam will not be comprehensive in nature. However, the instructor reserves the right to retest on material that was not appropriately comprehended. These items will be noted on exam review sheets.
5. Internet Support: Check the class Web page for additional information about Macromedia® Flash™ MX 2004, Dreamweaver® MX 2004, and Fireworks® MX 2004, or to post a question about this course.