
PETERS TOWNSHIP HIGH SCHOOL

COURSE SYLLABUS: DIGITAL DESIGN

Course Overview and Essential Skills

This semester course will provide students with the foundation of web design. Using MS Publisher, Adobe Fireworks, and Adobe Flash, students will develop and create a variety of web designs that they will use to solve real-world problems. These projects will express each student's own individuality, as well as encourage shared ideas and teamwork to complete specific tasks.

Course Textbook and Required Materials

- Revealed: The Web Collection CS5, Standard Edition 2011 & ISBN # 978-1-111-13078-7
- Microsoft Publisher 2013 tutorials
- Web apps account to utilize Google Docs
- Students will need a folder for this course
- Student files will be placed in the Q drive (All students have access to this drive to receive assignments electronically)

Course Outline of Material Covered:

Unit or Topic	Concepts/Skills/Resources	Timeframe
Adobe Fireworks: Unit 1	<ul style="list-style-type: none"> • Working with new and existing documents • Working with layers • Creating shapes • Create and modify text 	1-2 weeks
Adobe Fireworks: Unit 2	<ul style="list-style-type: none"> • Working with vector tools • Modify color • Apply filters • Apply text style 	2-3 weeks
Adobe Fireworks: Unit 3	<ul style="list-style-type: none"> • Work with imported files • Working with bitmaps • Selecting areas based on color 	2-3 weeks
Verizon App Challenge	<ul style="list-style-type: none"> • Brainstorm, develop, and create an app idea • Complete the Verizon App Challenge requirements • Use Adobe to create the app icon design • Submit a video describing the app creation 	2 weeks
Microsoft Publisher	<ul style="list-style-type: none"> • Using web design to create: <ul style="list-style-type: none"> ○ Flyers ○ Calendars ○ Menus ○ Brochures 	2-3 weeks

	<ul style="list-style-type: none"> • Own Your Restaurant project 	
Adobe Flash: Unit 1	<ul style="list-style-type: none"> • Play a movie • Work with a timeline • Distribute an Adobe Flash movie • Plan an application or a website 	1 week
Adobe Flash: Unit 2	<ul style="list-style-type: none"> • Using drawing and alignment tools • Working with drawn objects • Working with text objects • Working with layers and objects 	1 week
Adobe Flash: Unit 3	<ul style="list-style-type: none"> • Creating symbols and instances • Work with libraries • Create buttons • Assign actions to frames and buttons • Import graphics 	1-2 weeks
Adobe Flash: Unit 4	<ul style="list-style-type: none"> • Creating motion tweens • Creating classics tweens • Creating frame-by-frame animation • Creating shape tween animations • Create movie clips • Animating text 	1-2 weeks

**Depending on the needs of the class or changes in the school year, the course outline is subject to change.*