

Skills for Employment Investment Project (SEIP)

Standards/ Curriculum Format For Web Design

Course Duration: Three Months

Course Structure and Requirements

Course Title: Web Design

Course Objectives:

- a) This course is specially designed to provide technical knowledge and skills to cope with the requirement of jr. software engineer occupations of the IT sector. The course will be implemented to ensure at least 80% of total contact hours on practical/hands on skills training or practice and 20% trade/ occupations related theory including OHS and soft modules;
- b) The course is designed to enable trainees to acquire a range of technical and vocational, practical, personal and organizational skills valued and utilized both within and beyond the workplace;
- c) The course is designed to meet the required competencies of the occupations needed in the labor market in and outside the country;

Course Outline

Name of the Course	Duration of Course	Entry Qualification
Web Design	1. Three days per week 3.5 Hours per day	1. Education = Minimum H.S.C or equivalent and Must have good Web knowledge

Module 1: Working on HTML5

SI No	Unit Code	Unit of Competency (UoC)Title
Generic Compulsory		
1	WD-M1-GC-01	Why is HTML5 important?
2	WD-M1-GC-02	Exploring an HTML5 document
3	WD-M1-GC-03	Understanding HTML5 and The Web
4	WD-M1-GC-04	Understanding HTML5 Document Structure
5	WD-M1-GC-05	What is Online Resources?
6	WD-M1-GC-06	Understanding HTML5 tags
7	WD-M1-GC-07	Understanding Forms
8	WD-M1-GC-08	Understanding web Canvas, Audio, Flash file, and video delivery challenges
Occupation Specific Knowledge(trade theory)-Compulsory		
9	WD-M1-SK-01	Formatting content
10	WD-M1-SK-02	Displaying images
11	WD-M1-SK-03	Using nav, article, and div elements
12	WD-M1-SK-04	Creating lists
13	WD-M1-SK-05	Working with Forms
14	WD-M1-SK-06	Controlling styling (fonts, colors, and more)
15	WD-M1-SK-07	Using the Canvas, Audio, Flash file, and video tag
Occupation Specific Skills(practical/demonstration)- Compulsory		
16	WD-M1-SS-01	Writing basic tags
17	WD-M1-SS-02	Linking to pages and downloadable content
18	WD-M1-SS-03	Setting up the core files for your app
19	WD-M1-SS-04	Displaying web Forms
20	WD-M1-SS-05	Working with multiple formats
21	WD-M1-SS-06	Setting up autoplay
22	WD-M1-SS-07	Creating Canvas, Audio, Flash file, and videos

Module 2: Working on CSS3

SI No	Unit Code	Unit of Competency (UoC)Title
Generic- Compulsory		
1	WD-M2-GC-01	Introducing CSS3
2	WD-M2-GC-02	Exploring browser compatibility
3	WD-M2-GC-03	Understanding borders and backgrounds
4	WD- M2-GC-04	Understanding Positioning
5	WD- M2-GC-05	Understanding basic selector types
6	WD- M2-GC-06	Understanding definition lists
7	WD- M2-GC-07	Indicating current pages
8	WD- M2-GC-08	Reviewing the box model
9	WD- M2-GC-09	Defining column spacing
Occupation Specific Knowledge(trade theory)-Compulsory		
10	WD- M2-SK-01	Exploring CSS specifications

11	WD- M2-SK-02	Adding borders and backgrounds
12	WD- M2-SK-03	Positioning with CSS3
13	WD- M2-SK-04	Adding labels and basic usability features
14	WD- M2-SK-05	Adding custom number characters to lists
15	WD- M2-SK-06	Integrating CSS3 with HTML5
16	WD- M2-SK-07	Styling nested lists
17	WD- M2-SK-08	Highlighting table content
18	WD- M2-SK-09	Working with multi-column text
Occupation Specific Skills(practical/demonstration)- Compulsory		
19	WD- M2-SS-01	Testing web pages in various browsers
20	WD- M2-SS-02	Styling the background
21	WD- M2-SS-03	Exploring basic layout concepts
22	WD- M2-SS-04	Setting up the HTML5 structure
23	WD- M2-SS-05	Organizing menus with lists
24	WD- M2-SS-06	Generating Styling via the web
25	WD- M2-SS-07	Building dropdown menus
26	WD- M2-SK-08	Creating grid-based assets and layouts

Module 3: Graphics Design Aesthetics

SI No	Unit Code	Unit of Competency (UoC)Title
Generic- Compulsory		
1	WD-M3-GC-01	Understanding the elements of design
2	WD- M3-GC-02	Understanding the principles of design
3	WD- M3-GC-03	Designing for screens
Occupation Specific Knowledge(trade theory)-Compulsory		
4	WD- M3-SK-01	Using contrast to set areas of interest
5	WD- M3-SK-02	Coloring web graphics
6	WD- M3-SK-03	Creating wireframes on a grid, Styling text
7	WD- M3-SK-04	Creating image (logo, banner) sprites
Occupation Specific Skills(practical/demonstration)- Compulsory		
8	WD- M3-SS-01	Customizing a web workspace
9	WD- M3-SS-02	Decoding the mysteries behind screen size and resolution
10	WD- M3-SS-03	Optimizing images as JPEG, GIF, or PNG files
11	WD- M3-SS-04	Using image (logo, banner) in websites

Module 4: JavaScript & JQuery

SI No	Unit Code	Unit of Competency (UoC)Title
Generic- Compulsory		
1	WD-M4-GC-01	What is JavaScript?
2	WD- M4-GC-02	What are functions?
3	WD- M4-GC-03	Understanding variable scope
4	WD-M4-GC-04	Understanding call-and-apply invocation
5	WD- M4-GC-05	Understanding hosting and variable scope
6	WD- M4-GC-06	Understanding event registration and propagation
7	WD- M4-GC-07	Understanding jQuery statement chaining
Occupation Specific Knowledge(trade theory)-Compulsory		
8	WD- M4-SK-01	Adding interactivity to your site
9	WD- M4-SK-02	Getting the values from form fields
10	WD- M4-SK-03	Working with objects and arrays
11	WD- M4-SK-04	Using operators and control structures
12	WD- M4-SK-05	Using functions as objects
13	WD- M4-SK-06	Using the arguments parameter
14	WD- M4-SK-07	Creating and removing DOM elements with events
15	WD- M4-SK-08	Constructing jQuery selectors and filters to gather information from web pages
16	WD- M4-SK-09	Working with jQuery effects, such as showing, hiding, and fading page elements
17	WD- M4-SK-10	Creating the tooltip container
18	WD- M4-SK-11	Saving web graphics from Photoshop
Occupation Specific Skills(practical/demonstration)- Compulsory		
19	WD- M4-SS-01	Writing and debugging JavaScript
20	WD- M4-SS-02	Iterating with loops
21	WD- M4-SS-03	Objects, references, and functions
22	WD- M4-SS-04	Using user input in calculations
23	WD- M4-SS-05	Creating navigation tabs with JavaScript
24	WD- M4-SS-06	Chaining module method calls
25	WD- M4-SS-07	Creating, inserting, and manipulating web page content
26	WD- M4-SS-08	Using the jQuery UI plug-in to give pages a polished look
27	WD- M4-SS-09	Adding the jQuery \$(document).ready() and mouse events
28	WD- M4-SS-10	Attaching the tip container to the mouse

Module 5: Bootstrap - a sleek, intuitive, and powerful Framework

SI No	Unit Code	Unit of Competency (UoC)Title
Generic- Compulsory		
1	WD-M5-GC-01	Understanding The Bootstrap Framework
2	WD- M5-GC-02	Understanding the Bootstrap file structure
3	WD- M5-GC-03	Setting up your working environment
4	WD- M5-GC-04	Exploring the 12-column grid
5	WD- M5-GC-05	Prototyping the site
6	WD- M5-GC-06	Working with a local web server
7	WD- M5-GC-07	Understanding the difference between default and fluid grids
8	WD- M5-GC-08	Using tabs and pills navigation
Occupation Specific Knowledge(trade theory)-Compulsory		
9	WD- M5-SK-01	Downloading and installing Bootstrap
10	WD- M5-SK-02	Changing column width and order
11	WD- M5-SK-03	Styling buttons, images, and tables
12	WD- M5-SK-04	Scaffolding the main columns
13	WD- M5-SK-05	Nesting with fluid grids
14	WD- M5-SK-06	Adding basic navigation
15	WD- M5-SK-07	Planning the thumbnail gallery
16	WD- M5-SK-08	Creating modal windows
17	WD- M5-SK-09	Linking images and adding captions
Occupation Specific Skills(practical/demonstration)- Compulsory		
18	WD- M5-SS-01	Overriding core CSS
19	WD- M5-SS-02	Working with buttons
20	WD- M5-SS-03	Creating and activating tabs
21	WD- M5-SS-04	Creating a thumbnail gallery
22	WD- M5-SS-05	Adding block quotes and lists of text
23	WD- M5-SS-06	Incorporating images and icons
24	WD- M5-SS-07	Adding JavaScript effects, like dropdown menus, tabs, accordions, and more
25	WD- M5-SS-08	Creating an image carousel
26	WD- M5-SS-09	Changing the carousel rotation
27	WD- M5-SS-10	Laying out and styling a contact form
28		

Module 6: Software Project management & project work

SI No	Unit Code	Unit of Competency (UoC) Title
Generic- Compulsory		
1	WD-M6-GC-01	Key principles of Iterative Development Process
Occupation Specific Knowledge(trade theory)-Compulsory		
2	WD- M6-SK-01	Understand iteration and release of a project
3	WD- M6-SK-02	Understand user story
4	WD- M6-SK-03	Estimate a story
5	WD- M6-SK-04	Understand the essence of gantt chart
6	WD- M6-SK-05	Familiarize with Microsoft Project Management Tools.
7	WD- M6-SK-06	Define user stories of your project work
Occupation Specific Skills(practical/demonstration)- Compulsory		
8	WD- M6-SS-01	Create project in Microsoft Project Management tools
9	WD- M6-SS-02	Create gantt chart in Microsoft Project Management Tools
10	WD- M6-SS-03	Assign group members
11	WD- M6-SS-04	Work with project stories
12	WD- M6-SS-05	Group project presentation