



Level 5 Diploma in eCommerce & Web Design (901)
176 Credits






Unit: DreamWeaver	Guided Learning Hours: 240
Exam Paper No.: 5	Number of Credits: 24
Prerequisites: Basic knowledge of computers and file management.	Corequisites: A pass or higher in Diploma in Information Technology or equivalence
<p>Aim: Learners will gain an extensive overview of the Dreamweaver workspace by learning how to create web pages. The unit covers how to set up a site, enter and format text, create hyperlinks, insert graphics and the steps involved to publish the pages to a server. Learners will learn how to create tables in Dreamweaver using the Insert command and with the Draw tool. Learners will also learn how to create a web site using a template that allows common elements to be repeated on every page, including creating simple forms to collect data, take a survey, etc. CSS (Cascading Style Sheets) and Behaviours are essential additions to almost any web site. Using style sheets to control the format and positioning of text on web pages, including how to use Dreamweaver's Behaviours (i.e. JavaScripts) to create rollover image buttons and slide shows is also covered.</p>	
Required Materials: Recommended Learning Resources.	Supplementary Materials: Lecture notes and tutor extra reading recommendations.
Special Requirements: This is a hands-on course, hence use of computers is mandatory.	
<p>Intended Learning Outcomes:</p> <p>1 Overview of Dreamweaver workspace, familiarising with the different object palettes used to design and develop web pages in Dreamweaver.</p> <p>2 Building on the basic knowledge of Dreamweaver's workspace from previous topic and working with the document window, the objects palette, and property inspector to add, edit, and format text on a page.</p> <p>3 How DreamWeaver allow users to quickly and easily add and manipulate graphics on a Web page.</p>	<p>Assessment Criteria:</p> <p>1.1 Describe Dreamweaver workspace, including its objects and palettes.</p> <p>1.2 Demonstrate how to define a site's local info.</p> <p>1.3 Demonstrate how to create a site map.</p> <p>1.4 Demonstrate how to open, save, rename, and delete files.</p> <p>1.5 Create and run simple HTML page.</p> <p>1.6 Demonstrate how to move files from one subdirectory to another</p> <p>1.7 Demonstrate how to preview work during development.</p> <p>2.1 Illustrate how to add text/paragraphs (including special characters)</p> <p>2.2 Demonstrate how to position, align, and indent text</p> <p>2.3 Describe how to apply HTML formatting properties</p> <p>2.4 Demonstrate how add Hyperlinks</p> <p>2.5 Explain how to add bulleted lists</p> <p>2.6 Demonstrate how to format text with Dreamweaver's HTML Style</p> <p>3.1 Describe how to add images to pages</p> <p>3.2 Describe how to align images</p> <p>3.3 Describe how to add horizontal and vertical spacing</p> <p>3.4 Describe how to link images to other documents</p> <p>3.5 Describe how to create inline image maps</p> <p>3.6 Demonstrate how to create rollovers without writing JavaScript code</p>

<p>4 The design and layout work associated with building a Web page including some properties that are set "in the background" which affect how a Web page looks and acts.</p>	<p>4.1 Demonstate how to create the page title 4.2 Describe how to create the background color 4.3 Describe how to create text and link colors 4.4 Define how to create top and left margins 4.5 Describe META information (including page refresh and automatic redirect)</p>
<p>5 Building and customising a table structure using DreamWeaver as well as columns in the spaces for "Rows" and "Columns".</p>	<p>5.1 Describe how to add a table 5.2 Describe how to set table properties 5.3 Describe how to add and delete rows and columns 5.4 Describe how to split and merge cells 5.5 Describe how to format multiple cells 5.6 Describe how to work with tables in the design and standard views</p>
<p>6 Understand the importance of forms; creating web form with validation rules and customizing input boxes, list menus, submit buttons and how users communicate with a site.</p>	<p>6.1 Demonstrate the process of adding forms 6.2 Demonstrate the process of adding, positioning, and modifying text fields, drop-down menus, radio buttons, and checkboxes 6.3 Demonstrate the process of editing form elements 6.4 Demonstrate writing JavaScript code that uses regular expressions 6.5 Describe how to add META information</p>
<p>7 Using Dreamweaver's JavaScript debugger to isolate and fix problems with JavaScript code.</p>	<p>7.1 Describe Dreamweaver's JavaScript Debugger 7.2 Demonstrate the process of setting Breakpoints 7.3 Demonstrate the process of setting stepping Through Code 7.4 Describe the inherent Limitations of the Debugger 7.5 Describe the Balance Braces Tool</p>
<p>8 Understand how Dreamweaver offers a great toolset for working with CSS, focusing on the portion of CSS technology that controls how text appears on a site; and incorporating templates.</p>	<p>8.1 Describe CSS 8.2 Define CSS selectors, style definitions, and Rules 8.3 Demonstrate how to incorporate styles and style sheets 8.4 Describe how to apply styles 8.5 Demonstrate how to modify existing styles 8.6 Define Dreamweaver templates 8.7 Describe how to create templates 8.8 Describe locked and editable regions 8.9 Demonstrate the process of applying templates</p>
<p>9 How layers, that can be used instead of HTML tables, support features that HTML tables don't, such as the ability quickly place elements in a precise location and the ability to be hidden or shown based on events instantiated by the user.</p>	<p>9.1 Describe Layers and how to create them 9.2 Describe the process of naming and renaming Layers 9.3 Describe the process of positioning and resizing Layers 9.4 Describe how to delete Layers</p>

<p>10 The importance of behaviours in Dreamweaver; Dreamweaver's site management and collaboration tools, which make it easier to perform the daily tasks associated with keeping a Web site current.</p>	9.5	Describe how to insert content into layers
	9.6	Describe hidden Layers
	9.7	Explain how to converting Layers to Tables, and Vice Versa
	9.8	Demonstrate using the "Z-Index"
	10.1	Define Behaviours
	10.2	Describe the relationship among behaviours, events, and actions
	10.3	Describe the process of attaching behaviours to elements
	10.4	Explain how to use the show-hide layers behaviour
	10.6	Describe how to maintain the Jump Menu and Jump Menu Go Behaviours
	10.7	Describe the website management tools
	10.8	Define a Site
	10.9	Demonstrate how to connect to a Remote Site
	10.10	Demonstrate the process of transferring Files Between the Remote Site and Local Folder (uploading web pages)
10.11	Describe the process of synchronizing and Refreshing the Local Folder and Remote Site	
10.12	Describe how to check for Broken Links	
<p>Methods of Evaluation: A 2½-hour written examination paper with five essay questions, each carrying 20 marks. Candidates are required to answer all questions. Candidates also undertake project/coursework in DreamWeaver with a weighting of 100%.</p>		

Recommended Learning Resources: DreamWeaver

<p>Text Books</p>	<ul style="list-style-type: none"> • Dreamweaver CS3: The Missing Manual by David McFarland. ISBN-10: 0596510438 • The Essential Guide to Dreamweaver CS3 with CSS, Ajax, and PHP (Paperback) by David Powers. ISBN-10: 1590598598 • Macromedia Dreamweaver Hands-On Training (Paperback) by Daniel Short and Garo Green. ISBN-10: 0321293894
<p>Study Manuals</p> 	<p>BCE produced study packs</p>
<p>CD ROM</p> 	<p>Power-point slides</p>
<p>Software</p> 	<p>Macromedia DreamWeaver</p>