

Daffodil Polytechnic Institute, Institute Code: 50238

Lesson Plan – Academic session: July 24 to December 24

Subject Teacher : Md Istiak Tanvir (jr.Instructor)

Subject Name : Web Design & Development

Subject Code : 29662

Technology : Graphic Design

Semester : 6th

Reference Book : Web Design & Development (Publisher: Hoque Publication)

SHORT DESCRIPTION

A graphic designer has to work with web designing, image manipulating, online advertising etc. That's why students have to know about web designing & development. This subject includes design and front-end development of web pages, using XHTML/XML/CSS along with graphics software; physical and logical character effects in XHTML/XML pages; use of ordered and unordered list, table, forms, radio button, submit button and checkbox in web pages; use of validation check, managing document spacing, linking image, adding sound and video to a page or other pages 1and multimedia objects and use of cascading style sheet in web page.

<i>Marks</i>	Grade Point	Letter Grade	<i>Marks</i>	Grade Point	Letter Grade
80>	4.00	A+	55-59	2.75	B-
75-79	3.75	A	50-54	2.50	C+
70-74	3.50	A-	45-49	2.25	C
65-69	3.25	B+	40-44	2.00	D
60-64	3.00	B	0-39	0.00	F

Mark Distribution (for 100 Marks)			
Theory Marks		Practical Marks	
Midterm	30	PC	25
Class test	10	PF	25
Quiz test	10	-	-
Final	60	-	-
Total	100	Total	50

Class Timing Distribution	
Particulars	Time
Greeting with students	05 Minutes
Previous Class Review	05 Minutes
Giving lecture following Inclusive teaching method	70 Minutes
Feedback on the present class	05 Minutes
Future task	05 Minutes

Theory Lesson Plan :

Lecture	Chapter/Element of Competency	Class Supporting Equipment	Learning Area	Learning Outcome
1	INTRODUCTION TO WEBSITE DESIGN	• WhiteBoard • Marker • Projector	• State the history of World Wide Web-WWW. • Describe web media, web site and web page. • Explain the importance of a web site. • Illustrate the importance of data presentation. • State the principle of website design. • Explain web browsers to access the web. • Explain the process of a domain & hosting. • State the renew process of a domain. • Explain the maintenance of website hosting..	Interpret basics of website design
2	HYPER TEXT MARKUP LANGUAGE (HTML)	• WhiteBoard • Marker • Projector	• Define HTML. • List different types of HTML Editors. • List the web browser. • Illustrate URL, IP, DNS & HTTP. • State Notepad, Notepad++, Dreamweaver and Visual studio. • Explain Photoshop, XD and Figma interface. • Discuss the designing measurement unit. • Explain the process of creating a new html page. • Describe the grid system. • Explain mobile application design.	Explain hypertext markup language (html)
3	HTML TAGS , ATTRIBUTES & TEXT FORMATTING	• WhiteBoard • Marker • Projector	• Explain HTML tag list. • Describe HTML elements and attributes. • State style, formatting link, image and table. • Explain the class and ID. • Discuss form tags with attributes. • State the web color.	Elucidate HTML Tags and attributes & text formatting
4	CASCADING STYLE SHEET (CSS)	• WhiteBoard • Marker • Projector	• Define cascading style sheet (CSS). • Explain the application process of Inline, Internal and external • CSS in HTML document. • Discuss CSS syntax. • Mention the properties of CSS. • Describe color, background, position, borders, margin, padding, height and width. • Discuss CSS modules. • Explain 2D/3D Transform, Shadows, Transition, Animation and • Flexible Box.	Interpret cascading style sheet (CSS)
5	WEB BASED IMAGE EDITTING	• WhiteBoard • Marker • Projector	• Define image editing. • Explain logo generate by using different sources. • State the software used for image editing. • Discuss the process of adding owl carousel / nivo slider. • Explain the process of applying hyper reference link, hero.	Explain web-based image manipulation

			• Prepare Entity Relationship Diagram(ERD) of the Project. • Design the database schema and relationships.	
6	HTML5 NAVIGATION, FORMS, WEB STORAGE & GEOLOCATION	• WhiteBoard • Marker • Projector.	• Discuss HTML5 navigation bar. • Explain HTML5 forms. • State the web storage system. • Discuss contact & signup form. • Explain web geolocation system.	Illustrate HTML5, Navigation, HTML forms, Web storage & Geolocation
7	JAVASCRIPT & JQUERY LIBRARY	• WhiteBoard • Marker • Projector	• State the fundamental of JavaScript & jQuery library • Explain Loops & arrays. • Discuss the Operators & statements. • Explain the Functions of Javascript. • State the objects of Javascript. Explain the applying process of jQuery library.	Explain Java script & JQuery library
8	BOOTSTRAP FRAMEWORK	• WhiteBoard • Marker • Projector	• Define Bootstrap. • Explain Bootstrap features. • Differentiate between Bootstrap 4 and Bootstrap 5. • State plugins alert, button, carousel, collapse, dropdown, model, tab and tooltip. • Explain mobile devices viewport meta for responsive design. • State the box-sizing & reboot.	Analyze bootstrap framework.
9	WORDPRESS THEME CUSTOMIZATION	• WhiteBoard • Marker • Projector	• Define wordpress. • Explain WordPress features. Describe the advantages & disadvantages of wordpress. • Explain WordPress references. • Describe the templates in WordPress. • Illustrate the process of wordpress login & customization.	Interpret presentation & portfolio creation
10	OUTSOURCING (CODING) MARKETPLACES	• WhiteBoard • Marker • Projector	• Define freelancing & outsourcing. • Describe the financial benefits of freelancing and outsourcing. • Explain the advantages & disadvantages of freelancing. • Explain the importance of English language proficiency in freelancing and outsourcing. • State the process of creating account in freelancing market. • Describe the code uploading process in the marketplace.	Illustrate freelancing marketplaces

Practical Lesson Plan :

1	PREPARE HTML DOCUMENT	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Select a text editor for e.g., Notepad, Visual Studio Code etc. • Identify essential HTML elements. • Write the fundamental structure of an HTML document with <!DOCTYPE html>, <html>, <head>, and <body> tags on the document. • Make your document responsive; add a <meta> tag for the viewport. • Maintain the record of perform task.	Prepare HTML document
2	CREATE HTML FORM	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Open visual studio code. • Create new html file. • Use the <form> tag to define the start and end of the form. • Include various form controls within the <form> tags such as <input>, <select>, <textarea>. • Use labels, buttons, attributes to improve accessibility and user experience. • Apply CSS styles to enhance the visual appearance of the form. • Maintain the record of performing tasks.	Create HTML form
3	PREPARE A NAVIGATION	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Open software and create new file. • Prepare text editor, web browser, HTML basics. • Create structure navigation using lists (or), list items (), and link items using anchor tags (<a>). • Apply style to enhance your navigation's appearance using CSS. • Complete the job. • Maintain the record of perform task.	Prepare Navigation
4	CREATE CONVERSION IN FIGMA, XD, PSD TO HTML AND CSS	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Create design with adobe photoshop/figma/adobe XD Obtain PSD file for the design and choose a coding tool like Visual Studio Code for conversion. • Apply solid HTML/CSS knowledge for structuring and styling. • Maintain the record of perform task.	Create conversion Figma, XD, PSD to HTML and CSS.

5	CREATE A WEB PAGE DESIGN	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Open visual studio code. • Create a new HTML file. • Make structure with HTML, style with CSS for layout.	Create webpage design
6	INSERT JQUERY LIBRARY WITH WEBPAGE USING FREE SOURCE CODE (NAVIGATION, GALLERY, SLIDESHOW, ETC.)	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Download jQuery from its official website and ensure a solid understanding of HTML and for content structure and styling. • Seek free source code or templates on GitHub or CodePenwith desired features, if needs use a version control repository, ensure Git is installed for cloning or downloading. • Prepare any web browser for testing and assure internet connection for jQuery library. • Set up a local server environment using tools like Live Server. • Maintain the record of perform task.	Insert jQuery library with webpage.
7	CREATE WEB PAGE DESIGN FOR ONLINE MARKETING	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Open visual studio code and create new HTML file. • Make structure with HTML, style with CSS for layout. • Create header section, hero section, product showcase. • Prepare call-to-action (CTA), contact section, footer. • Make webpage design responsive to various screen sizes by using CSS media queries, adjusting styles for larger screens and for smaller screens. • Optimize and include relevant images and media files. • Maintain the record of perform task.	Create webpage design for online marketing.
8	CREATE A MOBILE APPLICATION UI (SOCIAL APP)	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Open software and create new file. • Create a header, user profile, news feed, message input. • Choose a color scheme that matches the app's branding and purpose. • Create clear, readable typography and an intuitive navigation system for easy app section access. • Construct user profiles with essential info, a dynamic news feed for posts, and a user-friendly messaging interface for seamless communication.	Create mobile application UI (Social App).
9	MAKE A RESPONSIVE WEB PAGE DESIGN	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Open an existing HTML document. • Include the viewport meta tag & use a fluid grid layout with relative units. • Use media queries in CSS to apply different styles depending on the screen size,	Make a responsive web page design.

			allowing the design to adapt o various devices. • Make use of flexible images and media, responsive typography, CSS flexbox or grid.	
10	CREATE A WEBPAGE DESIGN WITH THE FRONT-END DEVELOPMENT2	• Hardware : Personal Computer • Software : Xampp,VS Code,Browser. • WhiteBoard • Marker • Projector	• Follow and maintain OSH practices. • Choose an appropriate text editor. • Create layout with CSS, HTML. • Use graphic design tools like adobe photoshop, sketch, figma or adobe XD for creating visual. • Make responsive design for diverse devices and use browser developer tools for testing and debugging during development. • Apply code with W3C markup and CSS validation with web standards.	Create a complete webpage design with the front-end development