

Web Communication using Adobe Dreamweaver CS3



Setting project requirements

- 1.1 Identify the purpose, audience, and audience needs for a website.
- 1.2 Identify web page content that is relevant to the website purpose and appropriate for the target audience.
- 1.3 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- 1.4 Demonstrate knowledge of website accessibility standards that address the needs of people with visual and motor impairments.
- 1.5 Follow design specifications.
- 1.6 Understand project management tasks and responsibilities.

Planning site design and page layout

- 2.1 Demonstrate knowledge of best practices for designing a website, such as maintaining consistency, separating content from design, using standard fonts and web-safe colors.
- 2.2 Produce website designs that work equally well on various operating systems and browser versions/configurations.
- 2.3 Demonstrate knowledge of page layout design concepts and principles.
- 2.4 Identify basic principles of website usability, readability, and accessibility.
- 2.5 Demonstrate knowledge of flowcharts and storyboards to create web pages and a site map (site index) that maintain the planned website hierarchy.
- 2.6 Communicate with others (such as peers and clients) about design and content plans.

Understanding the Adobe Dreamweaver CS3 interface

- 3.1 Identify elements of the Dreamweaver interface.
- 3.2 Use the Insert bar.
- 3.3 Use the Property inspector.
- 3.4 Use the Assets panel.
- 3.5 Use the Files panel.

Adding content

- 4.1 Define a Dreamweaver site.
- 4.2 Create, title, name, and save a web page.
- 4.3 Follow a flowchart and storyboards to create web pages and a site map (site index) that maintain the planned website hierarchy
- 4.4 Add text to a web page.

- 4.5 Insert images and apply alternative text on a web page.
- 4.6 Link web content, using hyperlinks, e-mail links, and named anchors.
- 4.7 Insert rich media, such as video, sound, and animation in Flash format.
- 4.8 Insert navigation bars, rollover images, and buttons created in Adobe Fireworks on a web page.
- 4.9 Build image maps.
- 4.10 Import tabular data to a web page.
- 4.11 Import a Microsoft Word or Microsoft Excel document to a web page.
- 4.12 Create forms.

Organizing and modifying content

- 5.1 Set and modify document properties.
- 5.2 Organize content by using tables.
- 5.3 Organize web page layout with absolutely-positioned div tags and CSS styles.
- 5.4 Modify text and text properties.
- 5.5 Modify images and image properties.
- 5.6 Modify Flash movies on a web page.
- 5.7 Create web page templates.
- 5.8 Use basic HTML tags to set up an HTML document, format text, add links, create tables, and build ordered and unordered lists.
- 5.9 Add head content to make a web page visible to search engines.
- 5.10 Use CSS to implement a reusable design.

Evaluating and maintaining a site

- 6.1 Conduct basic technical tests.
- 6.2 Identify techniques for basic usability tests.
- 6.3 Present web pages to others (such as team members and clients) for feedback and evaluation.
- 6.4 Identify methods for collecting site feedback.
- 6.5 Manage assets, links, and files for a site.
- 6.6 Publish and update site files to a remote server