

eDynamic Learning Course Title: Web Development 2a/2b

State: TX
State Course Title: Web Development 2ab
State Course Code: 130.312
State Standards: Information Technology Program: Practicum in Information Technology
Date of Standards: 2017

TEKS	Course Title (a or b), if applicable, e.g. Game Design 1a	Unit Name(s)	Lesson(s) Numbers
(1) The student demonstrates professional standards/employability skills as required by business and industry.			
(A) identify and demonstrate work behaviors that enhance employability and job advancement such as regular attendance, promptness, attention to proper attire, maintenance of a clean and safe work environment, appropriate voice, and pride in work;	Web Development 2a	Unit 2: Make a Plan	Lesson 4
(B) identify and demonstrate qualities such as flexibility, open-mindedness, initiative, listening attentively to speakers, and willingness to learn new knowledge and skills;	Web Development 2a	Unit 2: Make a Plan	Lesson 4
(C) employ effective reading and writing skills;	Web Development 2a	Unit 1: Working in Software Development	Lesson 3
(D) employ effective verbal and nonverbal communication skills;	Web Development 2a	Unit 2: Make a Plan	Lesson 2
(E) solve problems and think critically;	Web Development 2a	Unit 1: Working in Software Development	Lesson 1
(F) demonstrate leadership skills and function effectively as a team member;	Web Development 2a	Unit 2: Make a Plan	Lesson 4
(G) identify and implement proper safety procedures;	Web Development 2b	Unit 2: Secure Your Perimeter	Lesson 4
(H) demonstrate an understanding of legal and ethical responsibilities in relation to the field of IT; and	Web Development 2a	Unit 1: Working in Software Development	Lesson 3
(I) demonstrate planning and time-management skills such as storyboarding and project management, including initiating, planning, executing, monitoring and controlling, and closing a project.	Web Development 2a	Unit 1: Working in Software Development	Lesson 2
(2) The student identifies various employment opportunities in the IT field.			
(A) improve on a personal career plan along with education, job skills, and experience necessary to achieve career goals;	Web Development 2a	Unit 2: Make a Plan	Lesson 4
(B) develop a resume that includes letters of recommendation and a portfolio appropriate to a chosen career plan; and	Web Development 2a	Unit 2: Make a Plan	Lesson 4
(C) illustrate interview skills for successful job placement.	Web Development 2a	Unit 2: Make a Plan	Lesson 4

(3) The student applies academic knowledge and skills to research and develop projects.			
(A) demonstrate proper use of written, verbal, and visual communication techniques consistent with IT industry standards;	Web Development 2a	Unit 2: Make a Plan	Lesson 3
(B) demonstrate proper use of mathematics concepts in the development of products or services; and	Web Development 2a	Unit 7: JavaScript Libraries	Lesson 3
(C) demonstrate proper use of science principles in the development of products or services.	Web Development 2a	Unit 7: JavaScript Libraries	Lesson 3
(4) The student selects an approach for conducting research to discover a problem in the field of IT with the appropriate supervision and guidance.			
(A) identify a problem relating to information technology; and	Web Development 2a	Unit 1: Working in Software Development	Lesson 3
(B) describe and use an approach such as top-down or bottom-up for conducting a research activity.	Web Development 2a	Unit 1: Working in Software Development	Lessons 3, 4
(5) The student creates a technological solution for a problem in the field of IT.			
(A) apply critical-thinking strategies to develop a solution using appropriate technologies and resources, IT concepts, and industry standards;	Web Development 2a	Unit 1: Working in Software Development	Lessons 3, 4
(B) apply decision-making techniques to the selection of technological solutions; and	Web Development 2a	Unit 1: Working in Software Development	Lesson 2
(C) explain how the proposed technological solution will resolve the problem	Web Development 2a	Unit 1: Working in Software Development	Lesson 3
(6) The student designs, creates, and implements a product or service that addresses a problem in the field of IT and incorporates the solution.			
(A) work closely with a mentor throughout the design, creation, and implementation process;	Web Development 2a	Unit 2: Make a Plan	Lesson 4
(B) develop a product or service that meets a specified need following a problem-solving strategy;	Web Development 2a	Unit 1: Working in Software Development	Lesson 3
(C) identify areas where quality, reliability, and safety can be designed into a product or service;	Web Development 2a	Unit 1: Working in Software Development	Lesson 3
(D) develop and implement a security management plan to address security requirements;	Web Development 2b	Unit 2: Secure Your Perimeter	Lesson 4
(E) develop a sustainability plan for the product or service;	Web Development 2b	Unit 4: Prepare for Launch	Lesson 5
(F) develop an evaluation method for analyzing the effect of the product or service on client satisfaction and problem resolution;	Web Development 2b	Unit 3: Evaluate the Product	Lesson 4
(G) develop a project portfolio that documents the research and development process; and	Web Development 2b	Unit 8: Continuing the Cycle	Lessons 4, 5

(H) present the portfolio to a panel of professionals using formal presentation skills.	Web Development 2b	Unit 8: Continuing the Cycle	Lessons 4, 5
(7) The student creates a personal portfolio.			
(A) create a portfolio that documents all projects and accomplishments such as academics, volunteer experience, employment experience, awards, and certifications;	Web Development 2b	Unit 8: Continuing the Cycle	Lessons 4, 5
(B) organize and prioritize information within the portfolio; and	Web Development 2b	Unit 8: Continuing the Cycle	Lesson 4
(C) use written, verbal, and visual communication techniques consistent with IT industry standards.	Web Development 2b	Unit 8: Continuing the Cycle	Lesson 3