



ENLIGHTIUM ACADEMY

Ignitia™ Career and Technical Education
Electives

Introduction to New Applications

Enlightium Academy invites you to open the door to career and college readiness with Career and Technical Education (CTE) courses from Alpha Omega Publications - Ignitia™.

These rigorous, hands-on courses for grades 7-12 promote critical thinking, emphasize problem solving, and encourage students to take responsibility for their own learning. With 24 CTE courses divided into six clusters, these courses put students on practical paths to post-graduate success.

Should you have any questions about the curriculum, please contact support@enlightiumacademy.com or call Enlightium Academy Customer Support at (866) 488-4818 ext. 2017.

If you have questions about technical support or product configuration, please see the information below for Alpha Omega Publications.

Alpha Omega Publications Technical Support

Alpha Omega Publications' technical support is Ignitia™'s full-service technical support system. We exist to promote and preserve our customers' satisfaction. Our services include:

- Technical Support
- Product Configuration and Update Management

Please use the following information to contact Alpha Omega Publications' technical support:

Online:

Access our helpful Technical Support website simply by clicking on the life preserver located in the upper-right corner of any screen in our program!

Telephone:

Toll Free: 1-877-251-6662
Monday –Friday 7 a.m. to 5 p.m. (CT)

NEW APPLICATIONS: WEB DEVELOPMENT IN THE 21ST CENTURY

COURSE OVERVIEW

New Applications introduces students to the rapidly evolving world of apps, or applications. The introduction of the Apple II in 1977 followed by the IBM PC and scores of compatible computers just four years later created strong consumer demand for software programs, as these applications were referred to at the time. Capable of formatting spreadsheets, composing and proofing hundreds of lines of text, or supporting classroom instruction, computer programs were initially sold by specialty stores, college bookstores, or through the mail.

The explosive growth of the Internet that followed at the beginning of the twenty-first century with the introduction of high-speed networking, the dynamic World Wide Web, and most recently the development of affordable smartphones and web tablets have all contributed to global, cultural, and societal change.

This course begins with a historical tour of the Internet and World Wide Web as well as the programs and applications that made it possible for computer users on every continent to begin to explore and better understand their world. Then, through a step-by-step introduction to WordPress, students gain the tools and insight necessary to create their own web pages and discover their online voice.

In addition to learning how to use WordPress and other applications that promote students' presence on the World Wide Web, this course discusses how the web has become the foremost channel for the distribution of applications that increase the functionality of the web and support a global hub of social networking and communication. Students are introduced to the evolution of networking and data-transfer capabilities beginning with early HTTP protocols continuing through to the recent introduction of smartphones capable of connecting to sites on the World Wide Web without having to rely on a browser for navigation.

The course concludes with a survey of the continuing explosion of new apps, or applications, designed to operate on one or more of the proprietary mobile devices (smartphones, tablets, and netbooks). Students are given an opportunity to track fundamental changes in this growing industry as development has moved from the original model of a single experienced programmer developing a single app for distribution at little or no cost to a model in which retailers, non-profit organizations, government agencies, and Fortune 500 companies contract with mid-sized marketing and communications firms to develop sophisticated apps designed to raise global market and public awareness of institutions and issues. Additionally, students have an opportunity to understand that career opportunities in app development have evolved from programming and coding to now include marketing, public relations, creative arts, project and product management and sales, with a growing number of careers in the industry requiring little if any actual programming experience.

New Applications is a survey course that travels from the first software programs developed to facilitate communication on the Internet to the new generation of mobile and native apps that access the Internet without a reliance on a web browser. New Applications is also a practical course in how to develop a presence on the World Wide Web using WordPress and other available web-application tools. The goal of the course is to provide the learner insight into the rapidly evolving universe of programming and application development so that he or she can make informed career decisions in an industry that is changing as quickly as it is growing.

Objectives

- Describe major advances in network and communications technology beginning with the early Internet and continuing through the introduction of web-enabled smartphones and other devices.
- Create a web presence using simple applications.
- Evaluate and select from a variety of web development tools and apps those most appropriate for their interests and needs.
- Design a current generation app for use on a smartphone or tablet.
- Evaluate the education and training qualities and experiences essential to secure a position with growth potential in the app industry

This is an introductory course in the history and development of new applications for use on web-enabled devices including personal computers, tablets, smartphones, and ultrabooks. While there are no specific prerequisites for this course, students should have a basic understanding of the Internet, the World Wide Web, browsers, file formats, hardware, and software applications. Students who have working knowledge of IP addressing, programming, the differences among local, wide-area, and cloud-computing networks as well as the current state of mobile devices will be well prepared to complete this course.

**NEW APPLICATIONS: WEB DEVELOPMENT IN THE 21ST CENTURY
UNIT 1: THE WORLD WIDE WEB: HISTORY AND DEFINITIONS**

Assignment Titles

- | | |
|--|--|
| 1. Course Overview | 10. The Editor's Two Flavors: HTML (Part Two) |
| 2. History of the Web in a Nutshell | 11. Project: On Assignment as a Web Developer |
| 3. Project: The Interconnected Internet | 12. The Wave of the Present – WordPress |
| 4. File Sizes and Resolution | 13. Quiz 2: Hosted and Non-Hosted Applications |
| 5. Project: Consulting | 14. Project: Special Project |
| 6. What Does This Do? Hosted vs. Local Computing | 15. Unit 1 Test |
| 7. Quiz 1: Defining the Web | 16. Course Project Part 1: The Home Page |
| 8. Manual Transmission: HTML (Part One) | 17. Glossary and Credits |
| 9. Project: Developing HTML | |

**NEW APPLICATIONS: WEB DEVELOPMENT IN THE 21ST CENTURY
UNIT 2: WEB SITE DESIGN ON CONTENT MANAGED PLATFORMS**

Assignment Titles

- | | |
|---|--|
| 1. WordPress Roles | 10. Third Party Add-ons |
| 2. Project: Developing a WordPress Account | 11. Project: A Comparative Study of Apps, Plugins, and Extension |
| 3. WordPress Themes | 12. Quiz 2: Website Elements |
| 4. Project: Marketing to a Potential Client | 13. Project: Special Project |
| 5. Topography | 14. Unit 2 Test |
| 6. Quiz 1: WordPress Components | 15. Course Project Part 2: Planning the Site |
| 7. Detailed Editors | 16. Glossary and Credits |
| 8. Widgets | |
| 9. Project: Bringing It All Together | |

**NEW APPLICATIONS: WEB DEVELOPMENT IN THE 21ST CENTURY
UNIT 3: MANAGING SITE CREATION**

Assignment Titles

- | | |
|--|---|
| 1. Assigning Roles | 9. Approvals, Change Orders, and Last-Minute Edits |
| 2. Project: Photos, Videos, and Sound Files in WordPress | 10. Self-Evaluation and Your Projects |
| 3. Designing the Publication | 11. Project: Baseline, Benchmark, Objective, and Goal |
| 4. Project: Creating Posts | 12. Quiz 2: Working Together |
| 5. Developing the Content | 13. Project: Special Project |
| 6. Quiz 1: Bringing It All Together | 14. Unit 3 Test |
| 7. Publishing Deadlines | 15. Course Project Part 3: Under Construction |
| 8. Project: Creating a Statement of Work | 16. Glossary and Credits |

**NEW APPLICATIONS: WEB DEVELOPMENT IN THE 21ST CENTURY
UNIT 4: INTERNET DISTRIBUTED APPLICATIONS**

Assignment Titles

- | | |
|---|---|
| 1. What Are Internet Distributed Applications? | 9. Project: RSS Feed Comparisons |
| 2. Project: What Is Cloud Computing? | 10. Report on the Present |
| 3. Distribution of Internet Applications | 11. Project: Find Your Own Trends |
| 4. Project: Are You Online or Offline? | 12. Evaluating Products and Services |
| 5. The Internet Is a Revolutionary Path to Application Development | 13. Quiz 2: Emerging Trends |
| 6. Project: New Technology: Autos vs. Internet | 14. Project: Special Project |
| 7. Quiz 1: Introduction to Internet Distributed Applications | 15. Unit 4 Test |
| 8. Strategies for Keeping Well-informed about New Trends and Developments | 16. Course Project Part 4: Reviewing Web Applications |
| | 17. Glossary and Credits |

**NEW APPLICATIONS: WEB DEVELOPMENT IN THE 21ST CENTURY
UNIT 5: NEW APPS: CREATIVITY AND CAREERS****Assignment Titles**

- | | |
|---|--|
| 1. The Mobile Apps Industry | 10. Technology Advances, Careers Redefined |
| 2. Project: Apps Review | 11. Project: Next Year's App Solution |
| 3. Building Apps | 12. Quiz 2: Career Choices: Solo or Solid |
| 4. Health Considerations in Developing Apps | 13. Project: Special Project |
| 5. Project: The Ergonomic App Development Office | 14. Unit 5 Test |
| 6. Quiz 1: A New Industry | 15. Course Project Part 5: The Mobile App Hall of Fame |
| 7. Entrepreneurial App Development | 16. Glossary and Credits |
| 8. Project: Researching Network Operating Systems | |
| 9. Expanding Career Opportunities in a New Industry | |

**NEW APPLICATIONS: WEB DEVELOPMENT IN THE 21ST CENTURY
UNIT 6: COURSE REVIEW, AND EXAM****Assignment Titles**

- | | |
|---|---------|
| 1. Course Project Part 6: The Future of Apps Blog | 3. Exam |
| 2. Review | |