

**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
<b>(1) The student demonstrates professional standards/employability skills as required by business and industry.</b>			
(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
<b>(2) The student identifies various employment opportunities in the IT field.</b>			
(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

<b>(3) The student applies academic knowledge and skills to research and develop projects.</b>			
(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
<b>(4) The student selects an approach for conducting research to discover a problem in the field of IT with the appropriate supervision and guidance.</b>			
(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
<b>(5) The student creates a technological solution for a problem in the field of IT.</b>			
(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
<b>(6) The student designs, creates, and implements a product or service that addresses a problem in the field of IT and incorporates the solution.</b>			
(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
<b>(7) The student creates a personal portfolio.</b>			
(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