

# Instructor's Summary for *Murach's HTML and CSS* (6th Edition)

The instructor's materials for *Murach's HTML and CSS (6th Edition)* will help you run an effective course based on the book. This document summarizes the materials available to you and your students. In particular, the section titled *What's included in the instructor's materials* describes not just the instructor resources and how you can use them but also our underlying instructional philosophy.

In addition to the materials described in this document, we provide a downloadable Canvas course file that you can import into the Canvas LMS. This course file includes most of the materials described in this document after they have been imported into Canvas and organized into modules. So, if you use Canvas, this file makes it easy to start a new course based on our book. Like the instructor's materials themselves, you can download the Canvas course file from our instructor's website.

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## What's included in the student download

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To help your students get the most from the book, [our website](#) lets them download the following files. Appendix A shows your students how to download and set up these files on their computers. These files are also included with the instructor's materials, so you don't have to download them separately.

### Complete web pages

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Most of the chapters in the book include at least one complete web page that shows how the skills presented in the chapter work together. Once your students have downloaded the files for this book, they can run these web pages to see how they work, experiment with the code, and copy code into their own HTML and CSS files.

### Short examples

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Besides the complete web pages, the book presents dozens of shorter coding examples. Here again, your students can run the examples to see how they work, experiment with the code, and copy code into their own HTML and CSS files.

### Exercise starts

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Most chapters in the book end with exercises that help your students master the skills covered in that chapter. Each exercise provides starting folders and files that contain some of the HTML and CSS that the exercise requires. That way, your students get the most practice in the least time.

These exercises guide your students through the process of building the pages of a website. This forces them to use all of the critical skills for website development. As a result, if your students can successfully complete the book exercises, they'll be well on their way to a professional level of competence.

### Exercise solutions

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To help students get over any learning obstacles when they're working on their own, the download also provides the solutions to the exercises. That way, students can check the solutions to see how something is done whenever they're wasting time on what is likely to be a trivial coding mistake. We think this is the right approach didactically because it helps students learn faster and better.

We realize that these solutions mean that you can't use the exercises in the book to test your students. That's why the instructor's materials include two more sets of exercises that are similar to those in the book that you can use for testing. In addition, the instructor's materials include a set of short exercises that you can use for quizzes or lab assignments.

## What's included in the instructor's materials

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The instructor's materials for this book are designed to save you time in preparing and running an effective course based on the book. A summary of these materials follows.

### The student download

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These are the same materials that your students can download from our website. We've included them in the instructor's materials so you can easily demonstrate and review the complete web pages, short examples, and exercise solutions in class, without having to download them separately.

### Objectives

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We believe that instructional objectives should be the start of any educational methodology, so we provide objectives for each chapter in the book. We developed these based on the principles presented in Robert F. Mager's classic book, *Preparing Instructional Objectives*. As a result, our objectives describe the skills that your students should have when they complete a chapter, and you should be able to test whether they have those skills.

Beyond that, we've tried to make sure that each objective describes a skill that a professional programmer should have. This gives our objectives a real-world context. So, if your students can do what the objectives state when the course is over, you can be sure that they have learned the skills that they will need on the job.

If you review the objectives for one of the chapters, you'll see that they begin with *applied objectives* that ask students to apply what they've learned. These are the critical objectives of a programming course, and they are best tested by having students do exercises like the ones that we provide.

After the applied objectives, you'll find *knowledge objectives* that define skills like identifying, describing, and explaining concepts, terms, and procedures. These objectives determine whether students are able to talk intelligently about the topics that are presented, and they are best tested by the questions in our test banks.

### Test banks

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To provide a way for you to test comprehension, we have created one test bank for each chapter. We provide these test banks in multiple formats, and they can be imported into most learning management systems including Canvas, Blackboard, and D2L.

Each test bank provides questions that are designed to test the skills described by the objectives for that chapter, and each test question is designed to test the skill described by one objective. This keeps the promise to students that they will only be expected to have the skills that are described by the objectives.

In our test banks, we use only multiple-choice test questions because they are the easiest to score and have the highest validity. To us, that means that students who get the best scores are also the ones with the best knowledge and skills. By contrast, matching and true/false questions have low validity, so we don't use them.

## Halloween case study

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The Halloween case study provides exercises that build a website for a store that sells products related to Halloween. These exercises are similar to the ones in the book, but your students don't have access to the solutions. The instructor's materials provide the starting files for this case study so you can distribute them to your students, and they also provide solutions to these exercises so you can review them in class.

If you want to make an exercise easier or more difficult for your students, you can modify the Word document that describes the specifications for the exercise. For example, you can add more requirements to make an exercise more difficult, or you can remove requirements to make it easier.

## Shape Up case study

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The Shape Up case study is similar to the Halloween case study, but it provides exercises that build a website that provides health information. This case study provides another set of exercises, so you can alternate between the Halloween and Shape Up case studies from one term to the next. Either way, your students don't have access to the solutions unless you provide them.

## Short exercises

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Each of the short exercises is designed to test just one or two web development skills, and each is designed so it can be done in from 5 to 45 minutes. One way to use these exercises is to provide quick reinforcement for something that you've just presented. But you can also use these exercises as quizzes or tests.

For example, a short exercise might ask your students to make an adjustment to an existing web page. If your students understand the material presented in the book, they should be able to complete the short exercise easily and quickly. If they don't, that helps them determine what they need to learn. Call it reinforcement, call it a quiz, or call it a test: Using the short exercises can make your course more effective.

## Projects

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If your students do the exercises in the book, the Halloween exercises, or the Shape Up exercises, they will develop the skills that they need on the job. Then, the next step is to build websites without any guidance. That is the final test of their ability to apply what they've learned.

To that end, we provide three projects that give general specifications for small, 3-page websites. However, these projects don't specify the content for the websites. As a result, students have to choose their own. This means the websites developed by students should have some general similarities, but each one should be unique in terms of design and content.

After your students develop the initial versions of their websites based on the skills of section 1, they can enhance them by using the skills of sections 2 and 3. Ideas for doing that are also provided in the project descriptions.

Because each student's solution will be different, we can't provide solutions to the projects. Instead, we provide one example of a project solution that you can use to demonstrate what a good solution should look like.

## PowerPoint slides

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The PowerPoint slides present all of the critical information from the book. That includes all of the screenshots, diagrams, and code that you may want to review in class. As a result, these slides make it easy for you to review any of the skills that your students may have difficulty with. In addition, the slides for each chapter start with the instructional objectives so you can review them in class.

## How to get started

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Once you have an instructor account at [www.MurachForInstructors.com](http://www.MurachForInstructors.com), you can request the instructor's materials for this book and download its zip file from your account page. Then, you can unzip the materials and store them on your computer as described below.

Once you've unzipped the instructor's materials, you can review them. In particular, we recommend running some of the web pages as well as some of the solutions for the exercises to see the level of competence that our book develops. We also recommend running the PowerPoint slides for a chapter to see how they can help you review and reinforce the information that's presented in the book. To help you find what you're looking for, the entire file structure for the instructor's materials is shown on the next page.

## How to use the zip file

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1. Download the zip file of instructor's materials from your Murach account page.
2. Double-click on the zip file to unzip it. This creates the `html_css` folder.
3. Create a folder named `murach` in your Documents folder.
4. Move the `html_css` folder into the `murach` folder so all the files are in a folder that starts with:

```
Documents/murach/html_css
```

## The instructor files

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html_css/instructors	Contents
<b>Objectives.docx</b> <b>Objectives.pdf</b>	Word and PDF files with the instructional objectives for all chapters.
<b>halloween_case_study</b> <b>/halloween_exercises</b> <b>/halloween_solutions</b>	A Word file with the specs for the Halloween exercises. The starting point for the case study that you can distribute to your students. The solutions to the exercises for each chapter.
<b>shape_up_case_study</b> <b>/shape_up_exercises</b> <b>/shape_up_solutions</b>	A Word file with the specs for the Shape Up exercises. The starting point for the case study that you can distribute to your students. The solutions to the exercises for each chapter.
<b>short_ex</b> <b>/short_exercises</b> <b>/short_solutions</b>	A Word file that contains the short exercises. The starting points for the short exercises that you can distribute to your students. The solutions to the short exercises for each chapter.
<b>projects</b> <b>/project_solution</b>	A Word file with the specs for the generic projects. One example of an acceptable solution for a project.
<b>slides</b>	PowerPoint slides for each chapter.
<b>test_banks</b>	One test bank of multiple-choice questions for each chapter, in various formats.

## The student files

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html_css/student_download	Contents
<b>book_apps</b>	The complete web pages presented in this book.
<b>book_examples</b>	The short examples presented in this book.
<b>exercises</b>	The starting points for the exercises at the end of each chapter.
<b>solutions</b>	The solutions to the exercises.

## Any comments?

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If you have any comments about our book or its instructional materials, we would be delighted to hear from you. If you discover any errors, we would appreciate hearing about them. And if you decide that you're going to adopt our book for your course, that would make our day.

Just email us at the addresses below. But whether or not we hear from you, we want to thank you for your interest in our book.

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