

Instructor's Summary for *Murach's HTML and CSS* (5th Edition)

Welcome to the instructor's materials for *Murach's HTML and CSS (5th Edition)*. Their purpose is to help any college instructor or corporate trainer run an effective course based on the book. This summary introduces the materials we offer and helps you get started using them.

At the least, we recommend that you read the topics under *What's included in the instructor's materials* because they not only describe the instructor resources but also our underlying instructional philosophy. But first, we've included some thoughts about the modular structure of this book that you should be aware of. This structure is important because it gives you instructional options that you don't have with other books.

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About the modular structure of the book

To present the skills that your students need in a manageable progression, *Murach's HTML and CSS (5th Edition)* is divided into four sections, as described below. After your students complete section 1, you can continue with any other chapter in the book. In other words, chapters 9 through 18 are written as independent modules that require only the first eight chapters of the book as prerequisites. That's what we mean by *modularity*. And that lets you teach the course in the sequence that works best for your class.

Section 1: The essential concepts and skills

The eight chapters of section 1 present a professional subset of HTML and CSS that includes all of the essential skills for developing websites, including how to use media queries and fluid layouts for Responsive Web Design. This section is an effective course all by itself.

Once your students master the skills in this section, they'll have the perspective that they need for learning new skills at a rapid pace. From that point on, you can select the other chapters that you want to include in your course...and you can teach them in whatever sequence you think is best for your course.

Section 2: Responsive Web Design

The two chapters in section 2 present two more CSS features for Responsive Web Design. Chapter 9 shows how to use Flexible Box Layout, and chapter 10 shows how to use Grid Layout. Of the two, Grid Layout is the more powerful feature, so it's the one that should be taught if you only have time to assign one of these chapters.

Section 3: More HTML and CSS skills as you need them

The five chapters of section 3 present professional skills for enhancing a website: skills like working with images, embedding fonts, using tables and forms, adding audio and video, and using CSS transitions, transforms, animations, and filters. Although you probably won't be able to assign all of these chapters in a single course, you can decide which chapters are most important and assign those.

Section 4: Web design, deployment, and JavaScript

Section 4 of the book has chapters on website design, website deployment, and using JavaScript to enhance a website. Again, you can assign any of these chapters after your students complete section 1. For instance, you may want to assign chapter 16 right after section 1 so your students can see how usability affects the design and coding of a website.

What's included in the student download

To help your students get the most from our book, our retail website at www.murach.com lets them download a zip file that includes (1) the book applications, (2) the book examples, (3) starting code for the chapter exercises, and (4) the solutions to the exercises. Appendix A in the book shows them how to download and set up these materials on their own systems. In short, you don't have to distribute anything to them to use the material in the book.

Book applications

Most of the chapters in the book end with an application that demonstrates what the chapter has presented. All of these book applications build on the Town Hall website that starts in chapter 3, and they're stored in a folder named *book_apps* when they're downloaded.

Once they've done the download, your students can run these applications to see how they work. They can review all of the code in any application. And they can copy and paste code from the book applications into their own HTML and CSS files.

Book examples

Besides the book applications, the book presents dozens of shorter coding examples. These examples are in a top-level folder named *book_examples* when downloaded, where they're stored by figure number within chapter folder. Here again, the students can run the examples to see how they work, experiment with the code, and copy and paste code from the examples into their own HTML and CSS files.

Exercise starts

Each chapter in the book ends with practice exercises to help your students master the skills covered in that chapter. For each exercise, the students start from folders and files that contain some of the code that the exercise requires. That way, they get the most practice in the least time. These files are stored in a top-level folder named *exercises*.

If you review the exercises, you'll see that they guide the students through the process of building the pages of a website. That ensures that your students will use all of the critical skills for website development. In fact, if your students can successfully do all of the book exercises, they'll be well on their way to a professional level of competence.

Exercise solutions

To help students get over any learning obstacles when they're working on their own, the download also provides the solutions to the exercises in a top-level folder named *solutions*. 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 know that this is the right approach didactically because it helps students learn faster and better.

We realize, however, that this means you can't use the book exercises to test your students. That's why the instructor's materials also include Halloween and Shape Up! case studies, which provide two more sets of exercises that are similar to those in the book. The instructor's materials also include short exercises and generic projects that can be used for testing the competency of students. And none of the solutions for those exercises and projects are available to the students.

What's included in the instructor's materials

The instructor's materials are designed to make it easier for you to teach a course based on the text, to ensure that your students gain the HTML and CSS skills they'll need on the job, and to evaluate their progress. So besides the materials in the student download, we provide instructional objectives, test banks, PowerPoint slides, exercises for two case studies, short exercises for quizzes or tests in computer lab, and student projects.

You can download all of these components from our instructor website at www.MurachForInstructors.com. Then, you can decide which of the components you want to use in the classroom or computer lab and which exercises and projects you want to assign to your students. A summary of these materials follows.

Book applications, examples, exercises, and solutions

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

Objectives

We believe that instructional objectives should be the start of any educational methodology, so we provide a set of objectives for each chapter in the book. We created these objectives based on the principles presented by Robert F. Mager in his 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 can apply those skills.

If you review the objectives, you'll see that the first objectives for each chapter are what we refer to as *applied objectives*. These ask the students to apply what they've learned as they develop web pages and websites. These of course are the critical objectives of a web development course, and they are best tested by having the students do exercises and projects like the ones that we provide.

After the applied objectives for each chapter, you'll find what we refer to as *knowledge objectives*. These objectives define skills like identifying, describing, and explaining the required concepts, terms, and procedures. These objectives determine whether your students are able to talk intelligently about the topics that are presented. And these objectives can be tested by the multiple-choice test banks that we provide.

To help you get the most from the instructional objectives, we have included them at the start of the PowerPoint slides for each chapter. As we see it, if your students realize that they only need to have the skills that are described by the objectives, their study becomes more focused and efficient.

Test banks

To test comprehension, you can use the test banks that we've created for each chapter in the book. We developed these test banks in ExamView, and we provide them in multiple formats, including those that can be used in various LMSs (like Blackboard, D2L Brightspace, and Canvas), as well as Rich Text Format (for Microsoft Word).

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 the 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 not only are easy to score but also have the highest validity when it comes to assessing a student's knowledge and skills. In contrast, matching and true/false questions have low validity, so we don't use them.

Halloween case study and solutions

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

Shape Up! case study and solutions

The Shape Up! case study is like the Halloween case study, but it's for a website that provides health information. This provides another set of exercises and solutions, so you can alternate between the Halloween and Shape Up! case studies from one term to the next. And here again, the students don't have access to the solutions.

Short exercises for quizzes or tests

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 instance, short exercise 6-2 asks the students to switch the columns of a page so the sidebar moves from the left side to the right. If the students understand floating, margins, and padding, they can easily do this in 5 or 10 minutes. If they don't, this will help them realize what they need to know. Call it reinforcement, call it a quiz, or call it a test: The short exercises will help make any course more effective.

Projects

If your students do the book exercises, the Halloween exercises, or the Shape Up! exercises, they will develop the skills that they will need for the course and 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, the students have to choose their own. This means the websites developed by the students should have some general similarities, but each one should be unique in terms of design and content.

After the 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, 3, and 4. Ideas for doing that are also provided in the project descriptions.

Although we can't provide solutions to the projects because each student's solution will be different, we do provide one example of a project solution that you can use to demonstrate what a good solution should look like. This solution is used as an example in the *Projects* document.

PowerPoint slides

In our book, the figures (or illustrations) on the righthand pages present all of the critical information, including screenshots, diagrams, and code. Then, our PowerPoint slides are based on these figures. As a result, you don't have to worry about the slides introducing material that isn't explained fully in the book. Instead, they make it easy for you to review any skills that your students are having trouble with or to answer any questions in class.

Beyond the book information, the slides for each chapter start with the instructional objectives, so you can review them in class. And they end with the screenshots for the short exercises, in case you want to use them as the basis for an exercise or test in computer lab.

About the Lab Manual for this book

Want to help your students get the most from your course? Just add the Lab Manual for this book to the required student materials.

This Lab Manual combines the objectives, book exercises, Halloween case study, Shape Up! case study, and projects, along with the chapter summaries and term lists from the book itself, in a single document on a chapter-by-chapter basis. It's available in print, as an eBook, or as part of an electronic bundle consisting of the eBook+eManual.

To show you how the Lab Manual can help your students learn faster and better, a partial Lab Manual in PDF format is included in the instructor's materials. If you review this document, you'll see that it provides all the supporting materials that your students need...without any counterproductive busywork. Then, if you like what you see, please request the print or electronic version of the Lab Manual for yourself...and add the Lab Manual to the text as a required element for your course.

How to get started with our materials

You can request the instructor's materials for our book at our instructor website (www.MurachForInstructors.com) and download them from your account page there. The download is available as a zip file. Then, you can install the materials on your computer as described below.

Once the installation is done, you can thoroughly review all of the materials. In particular, we suggest that you run some of the book applications, examples, exercise solutions, case study, and short exercise solutions, and the one project solution to see the level of competence that our book develops. You'll also want to click through some of the PowerPoint slides to see how they can help you review and reinforce the information that's presented in the book.

How to use the zip file

1. Download the zip file of instructor's materials from your Murach account page.
2. Create a folder named *murach* directly on your hard drive.
3. Unzip the zip file into the *murach* folder. This will create a file structure that starts with:

```
/murach/html_css_5
```

To help you find what you're looking for, the entire file structure for the instructor's materials is shown on the next two pages.

The main instructor folders and files that get installed

These are the primary instructor's materials. The PDFs for the exercises and projects give the coding specifications and narrative that your students will need to do the work. You can distribute these PDFs along with the objectives as you see fit, or use the Lab Manual to distribute them all in a single package.

html_css_5\instructors	Contents
Objectives.pdf	The instructional objectives for all chapters.
halloween_case_study\ Halloween exercises.pdf	The specifications for a complete set of exercises, like the book exercises, that build a website for a Halloween store.
shape_up_case_study\ Shape Up exercises.pdf	The specifications for a complete set of exercises, like the book exercises, that build a website for health information.
short_ex\ Short exercises.pdf	The specifications for short exercises that take from 5 to 45 minutes each. These can be used in computer lab for concept reinforcement, quizzes, or tests.
projects\ Projects.pdf	The specifications for three generic website projects.
Partial Lab Manual_HTML 5E.pdf	The Lab Manual materials for the first 4 chapters of the book so you can see what this manual does. Then, you can decide whether you want to require that your students get the complete Lab Manual.
slides	One PowerPoint file for each chapter that starts with the objectives and ends with the screenshots for the short exercises.
test_banks	One test bank per chapter, organized by format: ExamView, RTF (Word), and Blackboard (which can be imported into Canvas and D2L Brightspace).

The solution folders that get installed

These folders contain the subfolders and files that provide the solutions to the Halloween, Shape Up!, and short exercises, plus a project solution that illustrates what a good solution might look like. You can use these folders and files to demonstrate the solutions in class.

html_css_5\instructors	Contents
halloween_case_study\ halloween_solutions	The subfolders and files that present the solutions to the Halloween exercises.
shape_up_case_study\ shape_up_solutions	The subfolders and files that present the solutions to the Shape Up! exercises.
short_ex\ short_solutions	The subfolders and files that present the solutions to the short exercises.
projects\ project_solution	The subfolders and files that present one example of an acceptable solution for a project.

The exercise folders that you need to distribute

These folders contain the subfolders and files that your students will need for doing the Halloween, Shape Up!, and short exercises. So if you're going to assign any of these exercises, you need to distribute the related folders to your students.

html_css_5\instructors	Contents
halloween_case_study\ halloween_exercises	The subfolders and files that the students need for doing the Halloween exercises.
shape_up_case_study\ shape_up_exercises	The subfolders and files that the students need for doing the Shape Up! exercises.
short_ex\ short_exercises	The subfolders and files that the students need for doing the short exercises.

The student folders and files that get installed

These are the files that students can get from the *Free Downloads* tab for the book at our retail website. But if you prefer, you can distribute these files to the students.

html_css_5\student_download	Contents
book_apps	One subfolder for each chapter, containing the folders and files for the applications in that chapter.
book_examples	One subfolder for each chapter, containing the folders and files for the coding examples in that chapter. The file names start with the number of the related figure.
exercises	The subfolders and files that are needed for starting each exercise in the book.
solutions	The subfolders and files that provide the solutions to the book exercises. The folder structure is the same as it is for the exercises.

Any comments?

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 in our applications, examples, or solutions, we would appreciate hearing about them. And if you want to let us know 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 HTML and CSS book.

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