Template for CBQ units

Unit	Web development 3
SSC Code	WD3
SQA Code	H3BK 04
SCQF Level	7
SCQF Credit Value	15
Guided Learning Hours	
Unit summary	

Learning Outcomes The learner will:	Assessment Criteria
1. Design a Web site to address loosely-defined requirements	1.1 Identify the key design features inherent within a requirements specification 1.2 Use planning tools and techniques to create a site map 1.3 Evaluate different design models and select the most appropriate to meet requirements.
2. Build websites to address well-defined specifications	2.1 Explain the advantages and disadvantages of various web development methodologies and technologies 2.2 Select and Use a variety of web development tools 2.3 Describe the use of (X)HTML to develop websites 2.4 Write the source code for web pages in clean XHTML according to a specification. 2.5 Describe how to use CSS to standardise the overall style of a website 2.6 Write the source code for CSS web pages according to a specification
3. Understand the technology and tools needed to use multimedia in	3.1 Explain the advantages and disadvantages of various types of multimedia file format

	the context of a website	3.2 Explain the advantages and disadvantages of different types of multimedia element in relation to different contexts

the context of a website	3.2 Explain the advantages and disadvantages of different types of multimedia element in relation to different contexts 3.3 Embed functional multimedia components in a website
4. Understand the technology and tools needed to store, retrieve and manipulate external data in the context of a website.	3.1 Describe how database components can be linked to a website. 3.2 Embed database components in a website.
4. Plan and implement testing of a website.	4.1 Develop and apply a test strategy consistent with the design 4.2 Determine expected test results 4.3 Record actual test results to enable comparison with expected results 4.4 Analyse actual test results against expected results to identify discrepancies 4.5 Investigate test discrepancies to identify and rectify their causes 4.6 Explain the need for testing on different platforms and browsers
5. Understand the need for Web standards	5.1 Explain the role of the W3C 5.2 Explain W3C standards and their application in site coding 5.3 Discuss web accessibility and usability issues from the viewpoint of an IT professional.
Additional information about the unit	
Guidance on approaches to assessment	Further guidance is set out in the CBQ Assessment principles developed by e-skills UK and agreed by the Joint Awarding Body Forum.
Details of the relationship between the unit and relevant National Occupational Standards or other professional standards	This unit is based on the e-skills UK NOS for IT professionals (PROCOM) available from www.e-skills.com/nos
Location of the unit within the subject/sector classification system	IT Professional
Name of the organisation submitting the	e-skills UK

unit	