|  |  |  |
| --- | --- | --- |
| *Teacher:* Maria Montero | *Subject Area:* Computer Programming | *Room No.:* C218 |
| *Unit Title:* Introduction to DreamWeaver  | *Lesson Title:* Introduction to Dreamweaver |
| *Lesson Date:* January 6, 2015 | *Meeting Time/Period:* 3rd, 5th, 7th | *Grade Levels:* 10 - 12 |
| *What is the lesson objective?*The student will be able to:* Understand the DreamweaverCS6 Interface and
* Identify the purpose, audience, and audience needs for a website.
 |
| *Standards addressed and expectations of students:*130.276.C.4The student identifies and analyzes the client project software needs and requirements 6. The student designs a software application plan |
| *Do Now:* * Before starting a Website what are important factors that need to be considered.
 |
| ***Instructional Delivery:**** Direct Instruction
* Guided Practice
* Independent Practice
* Facilitator
 |
| *Direct Instruction:*An overview of Dreamweaver CS6 Window |
| *Independent Practice:*Listen to the Introduction video on Learn Key while answering questions (www.onlineexpert.com/westbury)Create Project 1: Customize workspace and take a screenshot of your custom workspace - save as YournameShot1 Change Workspace to Designer View and take a screenshot- Save As YournameShot2 |
| ***Extension Activity:***Brainstorm ideas on a personal Website ***Review/Reteach:***Review concepts learned *Closure:* Exit Ticket (What are the steps when creating a new project using Dreamweaver) |
| *Materials/References:** Notebook, Computer, Internet, Flash-drive, handouts, Learn Key
 |