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| *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 | | | |