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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 8, 2015 | *Meeting Time/Period:* 3rd, 5th, 7th | *Grade Levels:* 10 - 12 |
| *What is the lesson objective?*The student will be able to:* Understand the Dreamweaver CS6 Interface and
* Identify the purpose, audience, and audience needs for a website.
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| *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:* * You visit a Store Website – What would make you want to visit the site again? What would make you never visit again?
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| ***Instructional Delivery:**** Direct Instruction
* Guided Practice
* Independent Practice
* Facilitator
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| *Direct Instruction:*An overview of Dreamweaver CS6 Window Introduce the importance building a Website that takes into account purpose, audience, and the needs of the audience |
| *Independent Practice:*Listen to the Introduction video on Learn Key while answering questions ([westbury-hisd.onlineexpert.com](http://www.onlineexpert.com/westbury)) (complete)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 (complete)Project 2: part 1. Visit five different websites and define Purpose, Audience, Audience needs project scope |
| ***Extension Activity:***Brainstorm ideas on a personal Website ***Review/Reteach:***Review concepts learned *Closure:* Exit Ticket (getkahoot questions) |
| *Materials/References:** Notebook, Computer, Internet, Flash-drive, handouts, Learn Key
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