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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. | | | |
| *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? | | | |
| ***Instructional Delivery:***   * Direct Instruction * Guided Practice * Independent Practice * Facilitator | | | |
| *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 | | | |