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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 12, 2015 | | *Meeting Time/Period:*  3rd, 5th, 7th | *Grade Levels:*  10 - 12 |
| *What is the lesson objective?*  The student will be able to:   * 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:*  <https://www.surveymonkey.com/s/BWTRPVG> | | | |
| ***Instructional Delivery:***   * Direct Instruction * Guided Practice * Independent Practice * Facilitator | | | |
| *Direct Instruction:*  Introduce the importance building a Website that takes into account purpose, audience, and the needs of the audience | | | |
| *Independent Practice:*  Listen to the **Planning a Website** video on Learn Key while answering questions ([westbury-hisd.onlineexpert.com](http://www.onlineexpert.com/westbury))  Brainstorm ideas on a personal Website  Project 2: part 1. Visit five different websites and define Purpose, Audience, Audience needs project scope | | | |
| ***Review/Reteach:***  Review concepts learned  *Closure:* Exit Ticket (getkahoot questions) | | | |
| *Materials/References:*   * Notebook, Computer, Internet, Flash-drive, handouts, Learn Key | | | |