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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 21, 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:*  Why is it important to know whom your audience will be when creating a website? | | | |
| ***Instructional Delivery:***   * Direct Instruction * Guided Practice * Independent Practice * Facilitator | | | |
| *Direct Instruction:*  Introduce HTML tags and CSS Styling | | | |
| *Independent Practice:*  Brainstorm ideas on a personal Website (list 5 possible topics)  Project 2: part 1. Visit five different websites based on the topics selected above and define Purpose, Audience, Audience needs, and project scope (complete and turn-in)  Project 2: part 2. Select your preferred topic based on the websites you selected and write two paragraphs giving reasons for your selection, the audience you will address, the purpose and what need you will satisfy. | | | |
| ***Review/Reteach:***  Review concepts learned  *Closure:* Exit Ticket journal | | | |
| *Materials/References:*   * Notebook, Computer, Internet, Flash-drive, handouts, Learn Key | | | |