**Scene One:**

Hi guys! My name is Amber. I’m here to teach you about HTML. Are there any games you like to play online? They use HTML to help build their pages. It’s one of the first things you’ll need to learn so you can get started building your own websites and games. Let’s get started!

**Scene Two:**

Let’s talk briefly about what HTML is. It stands for Hypertext Markup Language. It is a language that your computer understands. A person might not understand what HTML is saying, but your computer reads it and knows exactly what your Internet page should look like, based on what the HTML says.

**Scene Three:**

Your computer is very limited. It can only follow directions if they are written in a way the computer can understand. Let’s go over how you should write your HTML so your computer will understand it.

First, let’s talk about html tags. This is what one of those looks like. There are letters inside two brackets. They’re really just greater than and less than signs, but in HTML we call them brackets.

Every HTML tag is wrapped in these brackets, like they are giving it a hug. Remember, brackets need their buddies, so be sure to close the bracket at the end!

**Scene Four:**

Most HTML tags have a beginning and an end, like this. The difference between the opening tag – or the tag at the beginning and the closing tag is a slash. Notice that the second tag has slash in front of it. That’s what tells your computer that this part of the HTML is finished. Kind of like a period at the end of a sentence.

And just like brackets need their buddies, tags need to close at the end too, just like a parenthesis! Just remember, tags need their teammates.

**Scene Five:**

The most important thing to remember right now is that your computer can only understand what you are trying to say if you say in a specific way. So don’t forget to close your brackets and your html tags.

Remember, brackets need their buddies! And tags need their teammates!

We’ll talk more about specific HTML tags in the next video. See you soon!