Brooklyn Emerging Leaders Academy

U1.L3 - Introduction to the Web Development Environment and foundational web design.

**[NO PACKET - Google Classroom]**

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| Teacher(s) | Edwin Jaquez | Course | | Web Development | | Unit Title | [Unit 1- Career Exploration, Employability / Intro to Web Design](https://drive.google.com/open?id=1yGNRU0_k27j4bWIY5qFGA1uEiUT3ASwg8pCt3e6PChY) |
| Lesson # | 3 | Total Time | | 80 Minutes | | Dates | **B Days** |
| Objectives: | | | | | | | |
| * **explore IDE’s (Independent Development Environments) by creating a developer account using codepen.io** * **Understand basic web design principles, including UX (user experience) and UI (User interface, by reviewing popular website layouts and designs.** | | | | | | | |
| Assessment—Exit Ticket Questions | | | | | Student Exemplar Responses to the Exit Ticket Questions | | |
| 1. Describe what an IDE is. 2. Explain the differences between UX and UI. 3. What is something you learned today that you didn’t know before coming to class? | | | | | 1. An IDE is an Independent Development Environment, or the environment used by web, app and software developers. 2. UX is the user experience, UI is the user Interface. 3. Responses will vary. | | |

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| Lesson Methods | |
| Activating Strategy/Hook | Time: 10 mins |
| *[Display Do Now On the Board]*  **Do Now:**   1. Open your laptops 2. Sign on to Google Classrooms 3. Register to this class    1. **10TH** Grade: Classroom Code **[ l73tho0 ]**    2. **11TH** Grade: Classroom Code **[ 2ahwrd ]** 4. Answer the question posted to the Classroom:    1. Describe a time when you solved a problem. What was the problem, and how did you solve it?   *\*\*\* During this time, ensure that all students are registered successfully to the classroom.* | |
| Lesson Lecture | Time: 30 mins |
| [[Link to Slides here]](https://docs.google.com/presentation/d/1iolIyh7s9k_hBqDF2D_lus8HuzjYvHn7E2_LDkwrU20/edit?usp=sharing)   * **What is an IDE?**   + An integrated development environment is a software application that provides comprehensive facilities to computer programmers for software development. An IDE normally consists of at least a source code editor, build automation tools, and a debugger.   + We are going to be using codepen.io for a bit, but there are many others that are either paid or free, web based applications. Soon we will be using VSCode. * **Walk through the set-up for codepen.io [***see slides* **]**   + Registration   + Guide to using codepen.io   + Submission of work   + Navigating your codepen profile.   + Do’s and don’ts.     - Respect what’s public.     - Don’t plagiarize - Copyright infringement     - How to reference another project.   + Students submit their first website link to the google form shared. * **Design Principles:**   + **Inspect Element tool using chrome**     - Source code, and how to change the type of device being virtually rendered.   + **Color Scheme**     - Why colors matter     - Introduce Hexadecimal color codes     - Pixels   + **Sizing & Resizing**     - Why some pictures are blurry and/or pixelated   + **Positioning**   + **\*\*\*PLANNING\*\*\* -** The most important part of web development.     - Using frameworks: [https://wireframe.cc](https://wireframe.cc/)       * **A website wireframe, also known as a page schematic or screen blueprint, is a visual guide that represents the skeletal framework of a website. Wireframes are created for the purpose of arranging elements to best accomplish a particular purpose.** | |
| Work Period | Time: 35 minutes |
| **Design process: [15 minutes]**   1. **Activity# 1 [independent] :** Have students sketch out the basic design elements of a website they like, in order to gain backwards experience of sketching a website that already exists.    1. This should be done using paper and pencil. 2. **Activity#2 [independent] :** Think about what kind of UX you want to create for your own website. What content will you include. At what point would we split elements into separate web pages, instead of having it all on one page.    1. Paper and pencil wireframe.    2. If students are finished, have them go to [https://wireframe.cc](https://wireframe.cc/) to begin sketching their web design. | |
| Closing/Exit Ticket | Time: 5 minutes |
| 1. Submit your first website link to the google form shared. 2. Describe what an IDE is. 3. Explain the differences between UX and UI. 4. What is something you learned today that you didn’t know before coming to class? | |