

Project Lesson Plan: Web Design

If this is a NEW squad, complete lessons 1-9. If this is a continuing squad, you may skip lessons 1-9.

Based on a 50 minute class

Lesson Order	Module Name	Required/Optional	Activity	Preparation	Class Periods	Internet Required?	Type of Activity
1	Official Squad Member	Optional	What is MOUSE Squad?	Down load the Video ahead.	7 minutes	Y	Video
2	Official Squad Member	Required	Get on MOUSE Squad: Create Account	Follow activity directions.	<1	Y	Computer or tablet
3	Official Squad Member	Required	Create Profile	Follow activity directions.	<1	Y	Computer or tablet
4	Official Squad Member	Required	Create MOUSE Squad Avatar	Follow activity directions.	1	Y	Computer or tablet
5	Official Squad Member	Optional	Blog about Avatar	Follow activity directions.	1	Y	Computer or tablet
6	Official Squad Member	Optional	Leading the Way- A Space Quest Game	Post-it notes, Markers, 1 large 4 signs, each with a different leadership style name written on it (Pilot, Explorer, Thinker, Collaborator) poster of leadership wheel or handout. Follow activity directions.	1 or 2	N	Hands On
7	Official Squad Member	Optional	What is a Team?	A whiteboard, chart paper, or digital presentation tool. You may choose to print and cut out each of the quotes on the Quotes About Teams page so you can distribute the quotes to different students. Otherwise, you might just assign them a number. Teamwork 101 contains some helpful background information if you are new to team building. Follow activity directions.	1	Optional	Hands On
8	Official Squad Member	Optional	Great Teams	Follow activity directions.	1	N	Hands On

9	Official Squad Member	Optional	Teamwork Game: Make some noise	Choose one game card set: Animals, Household or Vehicles. Print out copies of the cards . Cut it up into individual slips of paper. There are 6 different cards, 2 of each per sheet. If you have less than 12 students, keep the numbers in each animal group consistent when you distribute the slips to each student. If you have more than 12 students involved in a training, copy extra sheets, each sheet has 12 cards total. Make sure to print out at least 2 of each card that you use so that no one has a card without a match in the room. Follow activity directions	1	N	Hands On
10	Web Maker	Optional	Ring ToS	Print out the Private Data and Social Network cards. You will want enough sets of the Private Data cards for each group of participants. Clear a space in the room where you can play a "ring-toss" like game". Follow activity directions.	1	N	Hands On
11	Web Maker	Optional	The Internet is a Live Mic	If your site doesn't have wifi, or has firewalls that block social media sites, you may want to ask students to take a look at their social media profiles the night before and write down their last three posts. You will need sticky notes, markers/pens/pencils. Follow activity directions.	1	Optional	Hands On
12	Web Maker	Optional	Password Round-Robin	Review the instructions for the game. Print out a copy of the Profile Template for each student. There are two sides to the template and, ideally, you should print the sides back-to-back. Set up a space where students will be able to stand or sit facing each other. You will need pens or pencils & stickers (any kind).	1	N	Hands On
13	Web Maker	Optional	Awkward! Dealing with Strangers Online	Preview the video, Perspectives on Chatting Safely Online, and prepared to show it to students. Copy the Take Three Student Handout, one for each student. Copy the Internet Traffic Light Student Handout, one for each student. Review the Take Three Student Handout–Teacher Version. Review the Internet Traffic Light Student Handout–Teacher Version. Read the Communicating Safely Online Teacher Background. Follow activity directions.	1	N	Video & Hands On

14	Web Maker	Optional	Creative Commons .GIF Exchange	Familiarize yourself with terms and concepts surrounding the Open Web movement and Creative Commons licenses by reading over the Open Web Info packet. For some additional background info, here's one software engineer's take on the philosophies behind the Open Web movement. Print out the Creative Commons Room Signs and hang them around the room. Familiarize yourself with some animated GIF and meme-making programs such as Meemoo, GIFMake or GIMP. Find sources of open-source images that participants will be able to access. Instructions for how to do this can be found in the Open Web Info packet. You will also need markers / colored pencils paper, tape. Follow activity directions.	1	Y	Hands On
15	Web Maker	Optional	Social Network Sort	Print the Social Network Identity Signs. Print and cut up the Status Update Cards and one set of Privacy-Level Cards for each participant or group (or group of participants). Hang the Social Network identity signs in a row at the front of the room (leave some space between each). Follow activity directions.	1	N	Hands On
16	Web Maker	Optional	Javascript Takeover	Make sure to create a Webmaker.org account for learners to use so they can save their work (or help them each create their own) and have them sign in to it before starting this activity. If you aren't signed in, you won't be able to see the preview screen that shows you what your code looks like! The students will be editing the code for the "Hey French Toast" javascript bookmarklet in Thimble. The instructions for editing are stored in comments within the bookmarklet's code and a step-by-step tutorial for doing the activity is on the left-hand side of the screen. To see the code, simply hit the green 'Remix' button on the top right side of the page (and make you're signed in to Webmaker!). Try remixing the Thimble code on your own by following the comment-instructions before leading this activity so that you're ready to troubleshoot with students when they get started. You could also create your own version of the bookmarklet for your students to remix. Follow activity directions.	1 – 3	Y	Computer

17	Web Maker	Optional	Source Whisperer	<p>Participants will be using the code from the link to attempt to draw the finished page that appears in the "Preview" area on the right. Review this page to make sure you know which HTML tags they will be learning, but do NOT share it with your students yet! When you are ready, connect a computer to a projector and copy/paste only the HTML code from the left side of the Thimble link into a simple text editor (notepad or text editor) and project that code for the students.</p> <p>You could also create your own HTML story for the activity. Make sure to include a link, a bulleted list, an image, bold text etc. Try to tell a simple story that will help students identify the code elements, but do not let any students see the finished version. Click edit before you start the game so that the students will see only the code. You will also need a projector or large monitor facing the classroom, blank paper, markers Follow activity directions.</p>	1 or 2	Y	Computer & Video
18	Web Maker	Optional	Open Remix: Hack the News – HTML	<p>Tip: This activity works best when there is a computer available for every student, or every couple students. Install X-Ray Goggles onto the browser's bookmarks toolbar of each computer you will use. Create a Persona account. You can either create one account for all learners, or help your learners create their own. They are free and secure, but you must be able to verify your email address to set one up. Practice using the X-Ray Goggles here or here. Review the open source fact sheet. Set up one computer that will project the facilitator's computer so that you can easily demo the X-Ray Goggles tool. Follow activity directions.</p>	1	Y	Computer
19	Web Maker	Required	Tag Tag Revolution (Dance Party) – CSS	<p>Post-it notes or sheets of paper (or print the pre-made tag cards here.) tape, string, or paper clips to make it possible for participants to wear the tags, marker, hands-free, music (upbeat!) Follow activity directions.</p>	1	N	Hands On
20	Web Maker	Required	CSS Overview – Code Academy	<p>Follow activity directions.</p>	2 or mor	Y	Computer or tablet

21	Web Maker	Required	CSS Story Cards Game	Print this card deck (one deck per group of 3-6) A computer with access to Thimble, A Webmaker.org account to use with Thimble, Desks, tables or bulletin boards. Follow activity direction. Follow activity directions.	1 or 2	Y	Computer or tablet
22	Web Maker	Optional	Ad Battle	Create an area in the room to act as the game space. This space represents a blank webpage. TIP: It might be helpful to mark off the area to look like a giant web browser using some tape on the floor. Print ad-type cards. Print ad instruction cards. Print blank user profile cards. IF you want additional background information on how Internet advertising works, see the resources in the directions. Follow activity directions.	1 or 2	N	Hands On
23	Web Maker	Optional	Deconstructing Data	Review the Same Search Student Handout – Teacher Version. Preview the video “Online Targeting and Tracking Animation” and prepare to show it to students. Prepare a chart as shown on Question 3 of the Same Search Student Handout – Teacher Version, with room to fill in class responses. Follow activity directions.	1 or 2	Y	Hands On & Video
24	Web Maker	Optional	Malware Avengers	Review information about different types of malware, how they work and what to do about them. See the resources in the directions. Print or write out strips of paper that each have a different type of malware on them. Write the malware definition and the best way to fight it. IN-DEPTH OPTION: If you want to do a longer version of this activity and include some practice performing Internet research, you can simply write the name of a type of malware on the strip of paper and ask students to look up the definition and the best way to fight it. Print out copies of the comic template for students to draw on. IN-DEPTH OPTION: If your students have some HTML skills, or you want them to learn more HTML skills, have them remix this Thimble template to create their comic instead of drawing in paper! Follow activity directions.	2 – 5	Optional	Hands On
25	Web Maker	Optional	Phish Market	Print out all copies of the example phishing scams. Read over the tips on the Don't Take the Bait handout. Follow activity directions.	1 or 2	Optional	Computer or tablet

26	Web Maker	Required	Kraken the Code	Web-enabled computer(s) Access to a common search engine (Google, Yahoo, Bing, etc.) Legit-o-Meter Tip Sheet, Legit-o-meter Paper, Thimble template: or the Legit-o-meter Worksheet, Pens or pencils, Follow activity directions.	1 or 2	Y	Computer or tablet
27	Web Maker	Optional	SEO Battle! Game & Activity	Computers (for each participant or small group) Web Access. Access to the Mozilla Thimble tool Webmaker.org accounts for saving Thimble sites. SEO Tip Sheet. Follow activity directions.	1 or 2	Y	Computer or tablet
28	Web Maker	Optional	Ping Kong	Familiarize yourself with the terms/concepts/tools in the directions. Print copies of the Utility Tip Sheet if you would like to hand it out. Print and cut out the Ping Kong obstacle course signs. Clear enough space in your room for a ping "obstacle course." Hang the papers labeled "My computer" and "Google.com" on opposite sides of the room. Follow activity directions.	1 or 2	Y	Computer or tablet & Hands On
29	Web Maker	Required	Build Websites (student or school) until websites are complete or class ends.	Website design application needed. Check out some of these free Web Design programs: Firebug.com, Coffeecup.com, Brackets.com, OpenBEXI.com, GIMP.com, PageBreeze.com, Notepad++.com, BlueFish.com, KompoZer.com, BlueGriffon.com, and OpenElement.com	Ongoing	Optional	Computer