



## **Classroom Teacher Preparation**

### **Technology 6: Building a Webpage**

**Please use the following to prepare for the next SfS lesson.**

#### **Description:**

What happens “behind the screen” when we click on a button or type in a URL on our computer? This module presents the basic structure of a web page and will help students understand what happens when they visit a webpage. Student teams compete to “load” their webpage fastest, modeling the operation of a browser: they use simple HTML commands, travel through a model network to retrieve files from servers, and assemble the text and images to create the finished webpage.

#### **Lesson Objectives – SWBAT (“Students Will Be Able To...”):**

**6<sup>th</sup>-8<sup>th</sup>**

- Interpret simple HTML commands in order to create a model webpage
- Model the transfer of text and image data over a network
- Describe the relationships between browsers, webpages, routers, cables, and servers

#### **Disciplinary Core Idea (DCI):**

- No DCI applies

#### **Science & Engineering Practice (SEP):**

*Developing and Using Models*

#### **Preparation:**

This lesson is foundational, but students should have at least some experience using the Internet.

#### **Room Set Up for Activities:**

This is an active lesson; it will require a large section of floor space to lay out the “network” and to allow for workspace at each group’s “node”. In most classrooms it will be best to push desks & chairs to the perimeter of the room and have the network be in the center.

This lesson will require two stationary adults – an instructor and you, the classroom teacher – as the two “servers”, while the lead instructor moderates the activity.

#### **Safety:**

There are no safety issues, but students should not run during the activity.

#### **Related Modules:**

This lesson may be taught as part of a sequence or group of related modules on **Technology**. Modules include:

*Technology 7: Digital Footprint* – Students learn about the digital footprints they leave when using the Internet by investigating social media profiles and search histories of Internet users to see what they can infer.

*Technology 1: Binary Code and Communication* – This lesson introduces students to the parts of a communication system (including encoder and decoder) and to how binary code works through several activities involving encoding and decoding.

*Technology 3: Conditionals in Code* – This foundational lesson introduces the concept of a conditional statement, relating it initially to students' everyday decision-making processes, and then using a game to allow students to observe the execution of conditional statements, as they would occur within the context of running a computer program.

For other module sequences and groups, look here: [www.sciencefromscientists.org/sequences](http://www.sciencefromscientists.org/sequences)

### **Standards Covered:**

Please click the following link to our website to review the standards covered by this lesson, listed by state:  
<http://www.sciencefromscientists.org/standards/>

Lessons are matched to both national NGSS and local state standards.

### **After Our Visit:**

*Extend this lesson by inviting students to run the HTML programs they assembled during the activity. It is assumed that students will know how to create a folder, save a file to that folder, and navigate to the folder on their operating systems.*

Access this Extension activity by visiting the Classroom Post found on our website at [sciencefromscientists.org/cohorts](http://sciencefromscientists.org/cohorts). Use the name of your school/cohort and password to log in.

To help Evaluate, check out our Open Response questions online at [sciencefromscientists.org/open-response-questions](http://sciencefromscientists.org/open-response-questions). They are freely available for all of our lessons for current teachers. Use the password supplied by your instructor to log in.

### **Additional Resources:**

- More on HTML, beyond the small number of tags used in the activity:  
<http://www.simplehtmlguide.com/essential.php>
- A more thorough tutorial and useful reference for HTML (the site has other languages as well):  
<https://www.w3schools.com/html/default.asp>
- For those interested in the history of the Internet and the World Wide Web, SciShow has a series of videos:  
<https://www.youtube.com/watch?v=1UStbvRnwmQ> is episode 1.