

## Lesson 2 - Creating your first web page

**Expected Time: 45 - 60 minutes.**

### **Aspect of National Curriculum Programme of Study covered:**

KS2 objective a - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

KS2 objective d - Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

KS2 objective f - select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

KS2 objective g - Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

### **Objectives**

#### **Student will be able to;**

- select use and combine a variety of programmes to accomplish specific goals
- design, input and test a set of increasingly complex instructions
- Use technology respectfully and safely
- Understand that communication online can be seen by others
- Evaluate and select digital online content responsibly and discerningly

### **Activity**

**Step 1.** In this lesson we are going to make a simple web page and publish it to the web. Start by opening up a new whiteboard session [Click here to open in a new tab](#)

**Step 2.** Click on the left hand box on the whiteboard page and type in "title My 1st Web Page" without speech marks.

**title My 1st Web Page**

**Step 3.** Click the reload and the code should run placing a title on the right hand window saying My 1st Web Page.

**Step 4.** Now lets add some content. Start the next line of code with type and then say whatever you want to say.

Here are some ideas for what your web page could be about:

- Your interests and hobbies
- Fashion or shopping
- A sports team
- A famous person or character
- A film or musician

**Step 5.** Make sure in the text you have used "type" for each line and you have not pressed enter without adding a new function at the start of the next line. Each new line must start with type or another function such as title. You can have multiple titles and type commands throughout the page like below:

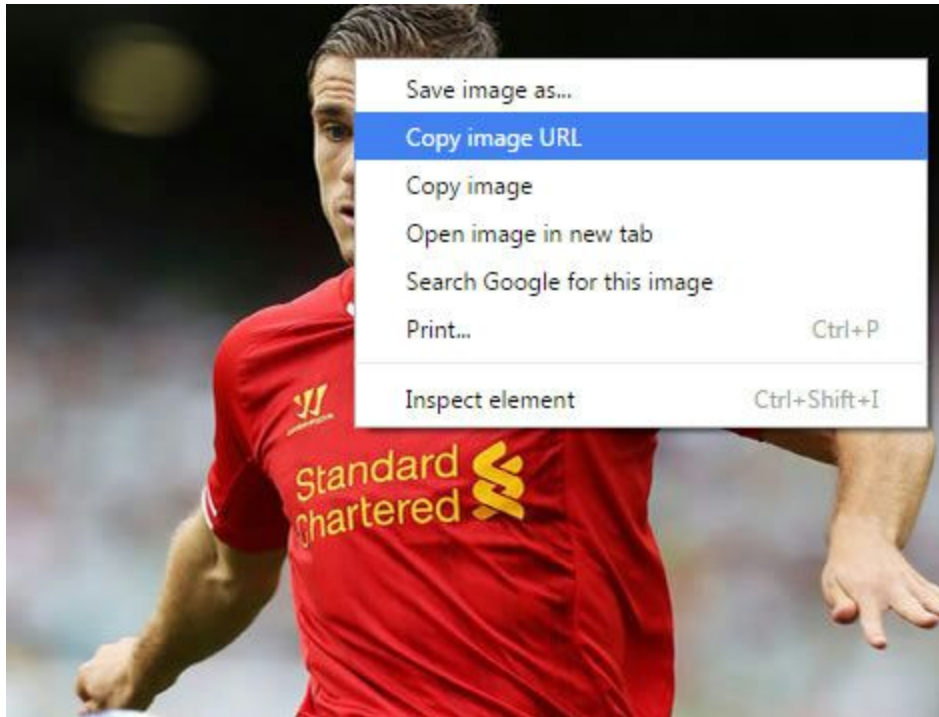
```
title My Liverpool FC Page  
type Liverpool FC are the greatest team the world has ever seen  
title My Favourite Player  
type My favourite player is Jordan Henderson... since Gerrard left :(  
type Liverpool to win the league this season!!
```

**Step 6.** Click reload and make sure everything is working as it should and your page is displayed. Now we can change the background and font colour.

```
background red  
colour white
```

**Step 7.** Now I want to use an image at the bottom of my web page. You will need a image from the web for this. Find an image on a website you like then use the right button of your mouse to click on it and bring up a menu. If using a tablet or mobile device tap and hold on the image.

Then click "Copy image URL" like in the image below



**Step 8.** This will copy the image URL we can then add this to our page using the image command below type image then right click and select paste to add the URL.

*Note: URL stands for Uniform Resource Locator which is simply the location of something on the web. So for example Google's URL is <http://www.google.com>, you can type this at the top of a web browser to visit the Google search engine.*

***image <http://images.dailystar.co.uk/dynamic/58/photos/41000/620x/43041.jpg>***

**Step 9.** Your URL will be different from the above but click reload and you should now have an image at the bottom of your web page. Check your work and make sure the page is exactly how you want it then we will publish it to the world wide web.

# ChildScript.com

---

**Step 10.** Above the code box on the whiteboard there is a tool bar, click on the button in that toolbar which says "Publish", then click "Publish Web Page" like in the image below:



**Step 11.** An alert box will pop asking you to save and name your code. Give it a name like "myfirstwebpage" and then it will publish your page to the web and a new URL will pop up. Mine was published to: <http://childscript.com/code/index.htm?u=rUccj>

## ChildScript.com - Lesson Notes

### Lesson 2 - Creating a Web page

*This lesson gives the children an opportunity to review the previous lessons code whilst also learning to import images from the web.*

*By the end of the lesson the children should have the beginnings of their first web page.*

#### Safety online

Before beginning this lesson it is essential that the children understand about safety online. Especially when publishing material or using images from the web.

#### Entering code

The initial word of the code instructs the computer what you want it to do. Below is a list of code which the children should have experimented with in the previous lesson.

- *For example*  
**title**  
**type**  
**background**  
**colour**

#### Choosing an image

If the children are choosing an image using a search engine like google image search ensure that the children click 'view image' and then right click to save the URL. If the children don't do this and try to save the URL directly from Googles page it will be too long. If this does happen, just delete the image code and choose a different image.

#### Separating text and images

To make their web page more appealing the children may want to leave a gap between pieces of text or images. To do this type new line between the two pieces of work they wish to separate.

- *For example;*  
**title My Liverpool FC Page**  
**newline**  
**type Liverpool FC are the greatest team the world has ever seen.**

## Saving work

Any code/work which is created can be saved, however it will be saved to the computer which is being used. You will not be able to access any work completed and saved from another computer. To access any saved work go to file, load and click on the piece of work you need.

## Publishing work online

Any work which is published online will be given an independent URL. To view the work online keep a record of the URL you have been given and type it into the address bar. If you reload a piece of work to edit it using childscript.com and publish it to the web again you will be given a different URL address. A list of recently published web pages is available from the whiteboard under the publish menu.

## Bugs

This lesson should be fairly straight forward so you shouldn't have too many problems with bugs. If the code isn't loading check the spelling of each function (instruction) and that there aren't any semicolons in the text. If all else fails you can load the example code into the whiteboard and work on it from there.