

Hands-On Lesson

to accompany

Curriculum Webs, 2nd edition

Weaving the Web into Teaching and Learning

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LESSON 2: Creating a One-Page WebQuest

DREAMWEAVER MX 2004

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Goals for this lesson

- Learn the basics of opening, editing, and saving web pages with your software
- Use a template to create a one-page WebQuest based on the Task you developed in Chapter 2 of *Curriculum Webs, 2/e*.
- Experiment with various ways to control font face, font size, page background, font color, italics, bold, and alignment.

Saving the WebQuest template to your computer

We have created a template for you to use for your new WebQuest. The template is very simple, including only a title, a menu (with links to the required subsections), headings for the subsections themselves, a sample rubric for the Evaluation section, and links back to the top of the page, with some simple instructions.

You will find the template by visiting <http://curriculumwebs.com>, then clicking on Hands-On Lessons, and then choosing the “Resources for some of the lessons” link at the bottom of the page.

We recommend you save it, for now, onto the Desktop, or into a new folder in [My] Documents called “Webs.”

- Right-click the link that says “Template for your first WebQuest” and choose “Save Target As...” and then save the template into a folder on your computer.

Note that there is also a template for a Teaching Guide, linked to the WebQuest template. Download that template now, too. Save the Teaching Guide template into the same folder as the WebQuest template, either on your desktop or under Documents in a folder called “Webs.”

- Right-click the Teaching Guide link from the WebQuest template and choose “Save Target As... Browse to the folder you want to save the template into, and click OK.

Note that you need to be careful when saving a template from the web. If you open the link into your browser and use “Save” or “Save As...”, the browser will replace the relative links (such as those that link the menu at the top to the specific elements below) with absolute links. If this happens, when you apply the template to your curriculum plan and upload it to your curriculum web site, instead of linking to the elements of *your* curriculum plan, the links will link to the template on <http://curriculumwebs.com>.

To avoid this, right-click (or control-click on a Mac) the link on the resources page, and choose “Save Link As...” or “Save Target As...”. Be sure to save the file without renaming it, and be especially sure to retain the “.htm” extension on the filename. This will save the template as it is, with relative links.

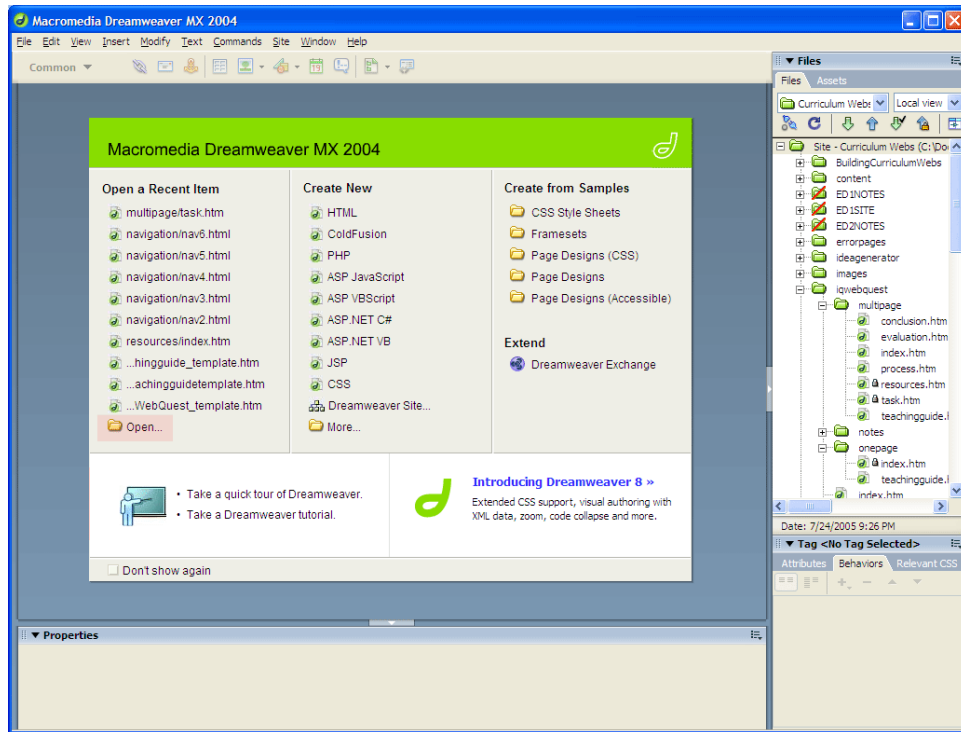
Opening a document

Open the WebQuest template into Dreamweaver.

Dreamweaver

- Start Dreamweaver if you haven’t already.
- If the start-up screen appears, choose the word “Open...” at the bottom of the left-hand column.

(You can set whether you want the start-up screen to appear by checking the “don’t show again” box in the lower left. We recommend you check the box so you don’t see the screen again.)



The Dreamweaver start-up screen.

- If the start-up screen does not appear, use File|Open... and then browse to the folder where you saved the WebQuest template. Click the document name and then click Open.

Saving your file

Most web editors don't let you save a file until you have made at least one change in it.

Dreamweaver

- Type "Welcome to my WebQuest," or something like that, just to create some content.
- Use File|Save.
- Save your file in the same folder that you saved the template to.


- Give the file a name that you will remember later, such as Rainforest_WebQuest.htm. (You don't need to type the ".htm" extension; Dreamweaver will add that automatically.)
- Type the filename and click Save.

Editing text

Most web editors work like a word processor for entering text. You click the mouse where you want the text to appear, and start typing. To delete text, you click and drag the mouse over the text you want to delete, then press the Delete key. To replace text, you click and drag the mouse over the text you want to delete (thus selecting it) and then start typing the replacement text.

Dreamweaver

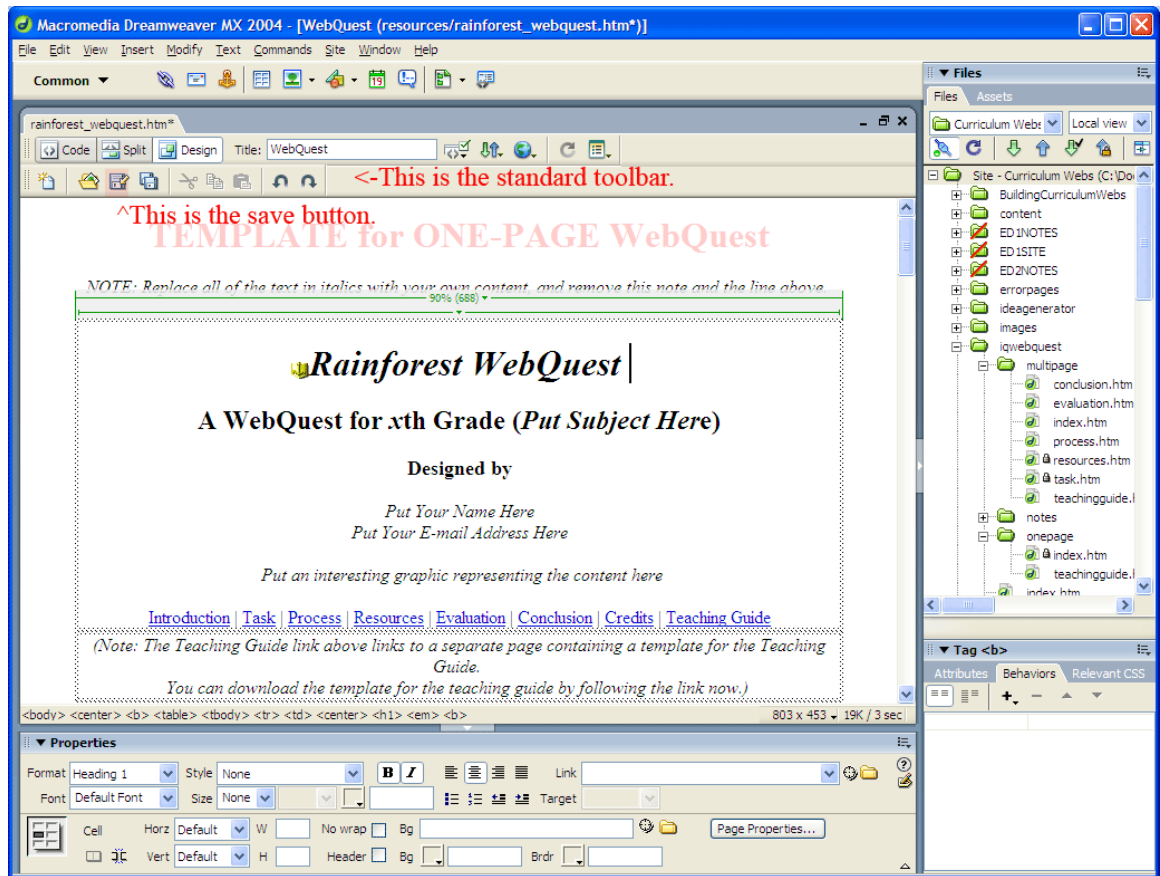
- Delete the first two lines of the template.

As you work, try not to delete the little yellow icons , which represent "named anchors," which you will learn more about in Chapter 4. When you click and drag to select text, just be sure to start to the *right* of the little icons, and to not drag your mouse too far down the page.

If you accidentally delete the wrong thing, see the next section, "Using undo."

- Replace the *italic* text in the top section of the template.
- Save your work periodically by using File | Save.

You can also save your work by clicking the "Save" icon on the Standard toolbar, show in this screenshot:



The Dreamweaver standard toolbar.

If you can't see the Standard toolbar, then use View | Toolbars and click "Standard" on the list of toolbars.

- Gradually replace the text in the various sections of the template with your content. (The Task section was developed as the fifth step in the IQ WebQuest completed as part of Chapter 2 of *Curriculum Webs*.)

Note that web editors work a little bit differently from word processors. For one thing, the first line of paragraphs of web text not usually indented. For another, paragraphs are almost always single-spaced. Pay attention to any differences between what you are used to and how your web editor works.

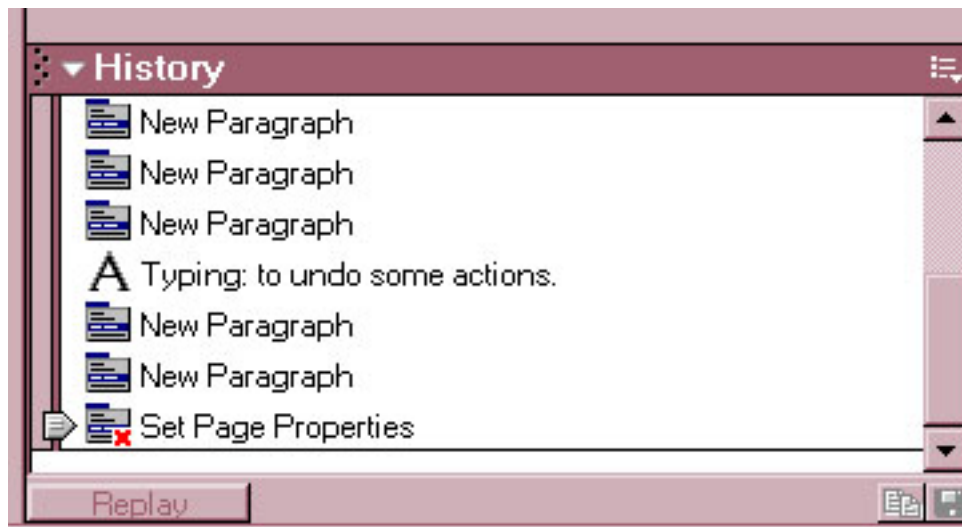
Using undo

All of the software packages will allow you to undo the previous action. This is very powerful because it allows you to experiment with tools without danger of ruining what you have created so far. Dreamweaver allows you to see a “History” of your previous actions, and to return to a previous state of the document. FrontPage and Composer will allow you to undo up to 30 of the most recent steps.

Dreamweaver

- Use Edit|Undo.
- To undo multiple steps, use Window|History. Use the slider on the left side of the History panel (see Figure 2-1) to go back to a previous state of the document.

Try sliding the slider up and down. You can see your page grow and un-grow before your very eyes!!



The Dreamweaver History panel.

- Right-click in the History Window to clear the history (to free up some memory) or replay one or more steps (if the steps are selected). Replaying steps is a great way to do something you need to repeat many times.

Any sequence of steps can be saved as a command (appearing on the Commands menu). Advanced users often define commands to perform tasks they have to do often, to save incredible amounts of time.

Giving your page a title

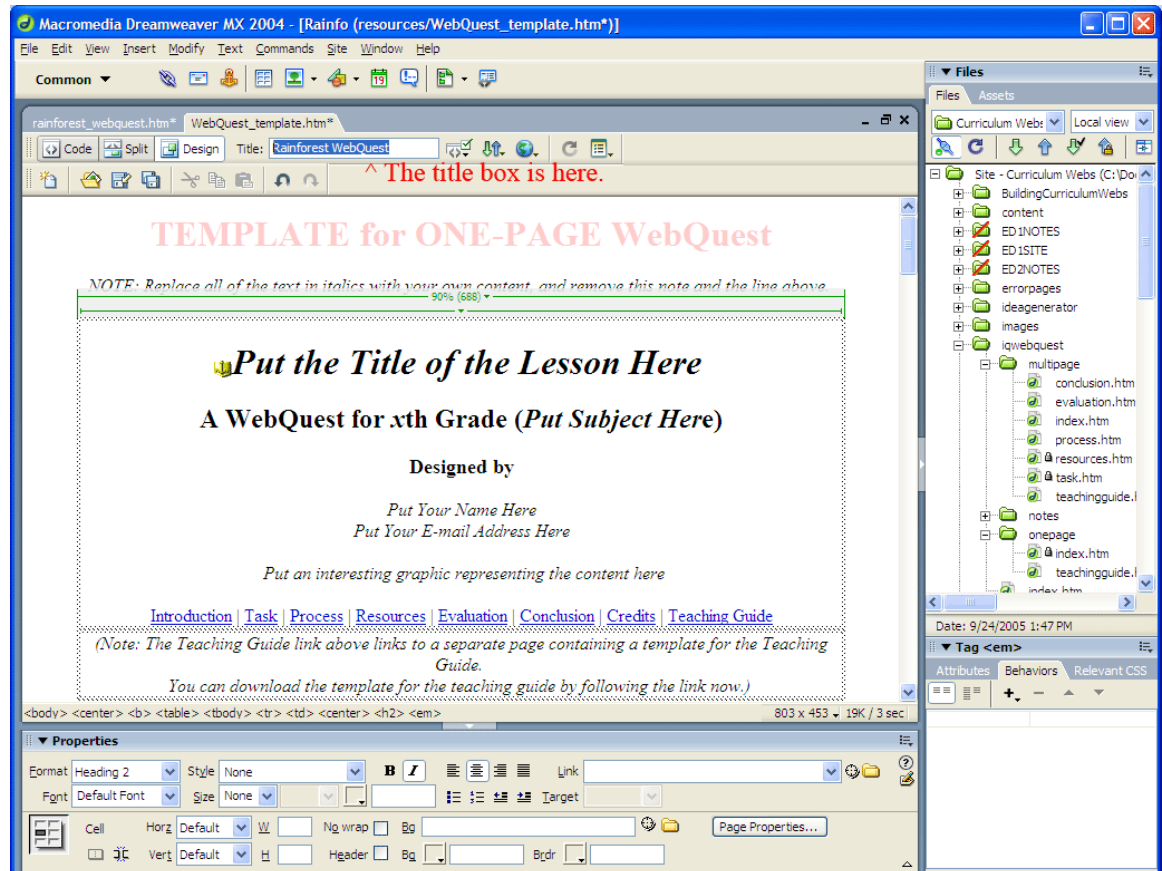
The title of your page appears in the browser's title bar when the page is viewed. The title also becomes the name given to your page if someone bookmarks it or creates a favorite. (This is NOT the same as the text you typed to replace “Put the Title of the Lesson Here” on the template.)

Every page you create should have a descriptive title.

Call your page “Rainforest WebQuest,” or something more appropriate.

Dreamweaver

- Type the page title into the Title box at the top of the page editing window.



The Dreamweaver Title Box.

- After you type in a title, press “Enter” or click somewhere else on the page to apply the title.

Inserting an image

Put an interesting graphic or image in your WebQuest. You will learn how more about how to copy images from the Web in Chapter 7 of *Curriculum Webs*. For now, you can copy the image from the Hands-On Lessons Resources page at <http://curriculumwebs.com>.

- To copy the image, right-click it (or hold CTRL-click on a Mac) and choose “Save Image As...”

Save it into the same folder as your developing WebQuest.

Dreamweaver

- Click the mouse where you want the image to appear.
- Use Insert | Image.
- Browse to the image (it should be in the same folder as the one you saved your WebQuest into).
- Click the image and choose OK.
- Save your file using File | Save.


Changing the background color

In general, it is a good idea to be cautious when adding background colors. Try to maintain high contrast between the color of the text and the color of the page.

Dreamweaver

- Click the Page Properties button  on the Properties Panel. (If you can't see the Properties Panel, use Window and click Properties.)

OR

- Use Modify | Page Properties.
- Click on the color picker next to the words “Background color”  and then click on the color you want. (Once you have the eyedropper, you can click on

any color on your screen. For example, if you have inserted an image into your WebQuest, you can choose a color from the image as your background. Simply point to the color you want and click the mouse button.)

Experiment with some different background colors. You can also use the Page Properties screen to adjust default text and link colors on the page as well.

Viewing your page in a browser

Save your page again by using File | Save. Preview your page in a web browser.

Dreamweaver

When you browse, Dreamweaver automatically adjusts links to allow you to browse your site in the Local Root Folder.

- Use File | Preview in Browser, then choose a browser from the list.
- You can add new browsers to the list by using Edit | Preferences | Preview in Browser.

Playing with your software

Before you need to do any serious work in your software, it is a good idea to simply play with it for a while. See what you can do with the tools. Experiment with the right mouse button (on a PC) or holding down the mouse button (on a Mac). The pop-up menus that appear usually have the commands most relevant to what it is you right-click on.

Try some of the objects in the Panels and Toolbars.

Dreamweaver

- Try playing with the Insert panel:



The Dreamweaver Insert Panel.

- The drop-down box at the left of the Insert Panel gives you access to varied groups of elements to be inserted. Some of the buttons are used for entering Flash, Shockwave, tables, images, etc.