Lesson Day 1: Introduction to MarkUp Languages

Overview

This was the introductory lesson to HTML and CSS. Most students at our school are familiar with the concept of a markup since many teachers use a markup to provide feedback on their work. This lesson was designed to extend what they know about markups and prepare them for a more formal markup language.

Lesson Summary

- A brief explanation of markup languages used by editors and typesetters leads to students practicing this with a marked up draft which they must then typeset.
- 1. Lead a full class discussion about what a markup language is and how documents used to get published. I make sure to emphasize the differences between content(author) and style(editor) and why it is advantageous to have a uniform style in a document
- 2. Students are then given a copy of a plain text document with handwritten markup. They are told that they are the typesetter and their editor just gave them this document
- 3. Students use a word processing program to typeset the document. They help each other out when they have questions and turn in their document electronically.
- 4. This portion of the lesson wraps up with a discussion of how they knew what to do and why they made the choices they did. This emphasized the concept of environments and delimiters as well as style and content
- 5. Next we looked briefly at how HTML uses these same concepts and worked some HTML first examples.

CS Content

The CS content in this lesson includes
1. Concept of a computer language, specifically a markup language
2. Problem Solving in new situations

Objectives

Students will be able to:
- Understand the concept of a markup language
- Use a pseudo-markup language intuitively

Materials and Prep

- Computers with word processing program
- Learn about the history of mark ups.
- A plain text document to mark up (see attached)

Resources

Student Documents
- Document to typeset (attached)

Code Studio
-

Video
-

Assessments

- Students work turned in electronically

Notes

A quick way to assess how well students grasped what needed to be done with the markup and give them feedback is to print out a master on acetate. Then print out the student work, lay the master over the top and it quickly is clear how well they did (we did not have a way to return the student work electronically but as we build our program we hope to).