Computer Science Virtual Learning

PLTW Computer Science Principles

April 17, 2020

Lesson: April 17, 2020

Learning Target:

Students identify ways that a web developer's decisions affect the user and ways that the user's decisions impact society.

Introduction:

You've learned that data gets transferred from one machine to another by following protocols. But what is the data? Why do web pages look different on different computers? What is a web page, really? The World Wide Web Consortium, W3C, is an organization dedicated to producing standards dictating the answers to many of these questions. Explore the website and see what you find

Write your thoughts down in your notebook and discuss your thoughts with your friends and family.

Practice:
Protocols & Bandwidth

- **This Activity builds upon previous knowledge . Students may want to be certain that they have reviewed lessons from April 7th, April 8th, April 9th and April 10th before proceeding with this activity.**

Practice: Protocols & Bandwidth

In Project 2.1.4, HTML and CSS, you will be creating your first web Page! Click the Link and Follow the Instructions..
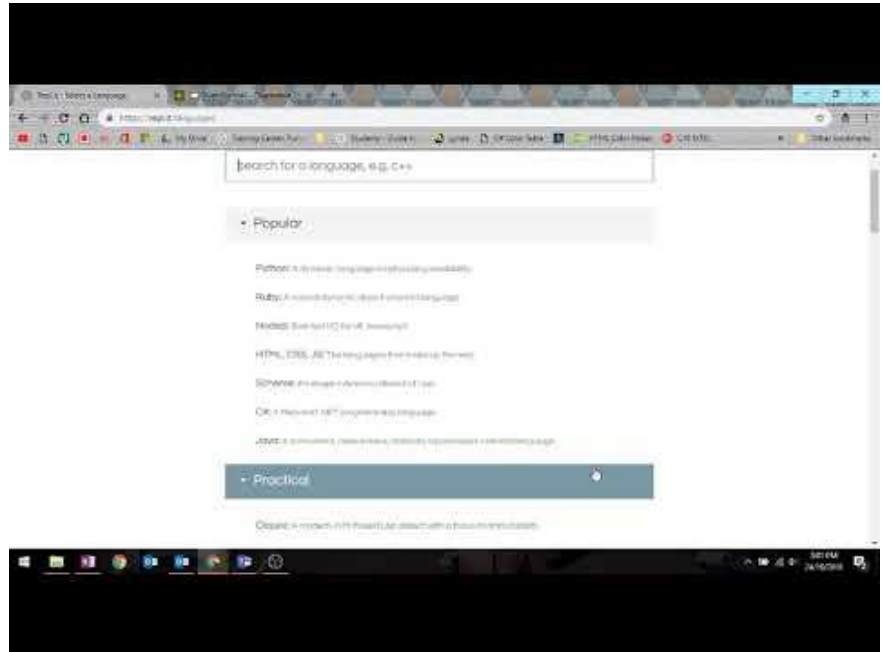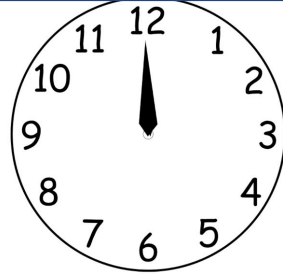
Checkpoint

Be certain that you are documenting any new information that you learn or any questions that you might have in your notebook. Making a website for the first time is exciting! Discuss what you have learned with your family and friends!

Monday:

- **Continue to work on Project 2.1.4 HTML and CSS**