Publishing with Dreamweaver

Activity Overview

Publishing a web project is basically taking files from a computer's local root folders and putting them in a location on a remote web server, where they can then be viewed online. Use this activity to teach your students how Introduce how to publish web files from within Dreamweaver.

Note: Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: [1.1]

Activity Objectives

Technical skills

Dreamweaver

• Publishing web files

Project Assets

• *Dreamweaver guide:* How to publish web files [6.5]

Background preparation resources

Technical and content information

ISTE NETS*S Standards for Students

Adobe Certified Associate objectives

Activity Steps

1. Introduce students to the concept of publishing a website. Explain the general idea of taking files from students' local root folders on their computers and putting them in a location on a remote web server.

2. Form small groups of students to research techniques on publishing websites. Consider techniques students might encounter if they were to publish from a home computer, such as using FTP clients or wizards from site-hosting services such as Yahoo. After each group has learned about its technique, have the group briefly present it to the class. Their presentation might include the positive and negative points of using the technique, a short demonstration or handout explaining how to use the technique, and a description of the technology behind the technique.

3. Explain to students that although there are various ways to publish, in this activity they will learn how to use Dreamweaver to publish their web files. Distribute the *How to publish web files* guide [6.5] and demonstrate how to set up a remote site.[4.2] Discuss the contents of the dialog boxes you encounter as you demonstrate the steps for setting up a remote site.

   Note: You might ask students to generate a list of other techniques they could use to publish files. Point out to your students the differences between web servers and FTP servers as they relate to publishing a Dreamweaver site. Discuss the common practice in web design and development firms of publishing to a testing server or internal development server prior to live publication.

4. If students have access to a remote server, allow time for them to publish a simple web page or a larger web project they are currently working on. [6.5]

   Note: If you can't allow students to publish their own files, you might spend more time discussing the steps you demonstrate and engaging in extension activities to help students better understand the publishing process.

5. Ask students to use a web browser to open their newly published sites, navigate to the page or each page in a website, and make sure all files were successfully published and function as they should.

   Note: To make sure a published project works across browsers, you may want to introduce your students to technical testing using the *Technical testing in Dreamweaver* activity.

Assessment:

	0 – Does not meet expectations	3 – Meets expectations	5 – Exceeds expectations
Published web page or project	Absent or incomplete.	Students publish a web page or project that function correctly in at least one browser.	Students successfully publish a web page or project and that functions across browsers.

Background preparation resources:

- To view video tutorials aligned with the skills required to complete this project, visit Adobe TV: http://tv.adobe.com
- For more teaching and learning resources on the topics in this project, search for resources from the community on the Adobe Education Exchange: http://edex.adobe.com/
- For an overview of the interface and for more information on the technical aspects of *Adobe Dreamweaver*, see *Dreamweaver* Help.

ISTE NETS*S Standards for Students

This project is aligned to the ISTE NETS*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

ISTE NETS*S: Curriculum and Content Area Standards – NETS for Students

6. Technology Operations and Concepts
    Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:

    a. understand and use technology systems.

    b. select and use applications effectively and productively.

    d. transfer current knowledge to learning of new technologies.

Adobe Certified Associate Exam Objectives

Adobe Certified Associate, Web Authoring objectives

4.2 Define a Dreamweaver site.

6.5 Publish and update site files to a remote server.

For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: http://edex.adobe.com/.