

## Activity

Timing: 2 to 3 hours

Level: Ages 15 and up

# Getting started with Adobe Dreamweaver

## Activity Overview

Introduce students to the interface, terminology, and workspaces in Adobe Dreamweaver. Learn how to work with the Dreamweaver workspace set up a web project.

**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: <sup>1.1</sup>

### Activity Objectives

#### Design skills

- Understanding HTML
- Using basic HTML

#### Technical skills

##### *Dreamweaver*

- Understanding the Dreamweaver workspace
- Setting up a web project

### Project Assets

- *Dreamweaver guide*: Overview of Adobe Dreamweaver <sup>3.1, 3.6</sup>
- *Dreamweaver guide*: How to set document properties <sup>3.3, 5.1</sup>
- *Dreamweaver guide*: How to set up a local root folder and site structure <sup>4.2, 4.3</sup>

### Background preparation resources

[Technical and content information](#)

[ISTE NETS\\*S Standards for Students](#)

[Adobe Certified Associate objectives](#)

## Activity Steps

1. Introduce Adobe Dreamweaver as an industry-leading tool that allows students to design, develop, and publish web projects for any screen size. Introduce students to the goals of this activity:
  - Understand the Dreamweaver interface, terminology, and workspaces.
  - Set up a web project.
2. Distribute the technical guides and introduce students to the interface, terminology, and workspaces in Adobe Dreamweaver. Using the "I do, we do, you do" method, discuss and demonstrate the following techniques:
  - Identifying elements of the Dreamweaver interface.
  - Using the workspace switcher and customizing the Dreamweaver workspace.
  - Showing the views: Design, Code, Split, Live.
  - Setting up a local root folder and creating a new document.

*Dreamweaver guide:* Overview of Adobe Dreamweaver [3.1, 3.6](#)

2. Distribute the technical guides, and briefly discuss the options for setting up a web project by asking students to open a new document, save it, define the site structure, and name the file index.html. As you do, discuss the following: [4.3](#)
  - Extensions for filenames and what each means (e.g., .html, .htm, .php)
  - How to determine the kind of web project to create. Discuss the differences between HTML1.x, HTML4, and HTML5 DOCTYPES. [4.1](#)
  - Using *index.html* or *default.html* as the default filename for a home page
  - Rules and best practice for naming HTML files (e.g., maximum characters, forbidden characters, lower-case letters, underscores and spaces)
  - How to create a new blank page. [4.3](#)
  - How to set up a local root folder and site structure. [4.2](#)
  - How to define and modify document properties. [5.1](#)

*Dreamweaver guide:* How to set document properties [3.3, 5.1](#)

*Dreamweaver guide:* How to set up a local root folder and site structure [4.2, 4.3](#)

**Note:** Instruction on how to set up and use templates and Fluid Grid Layouts is available in the *Implementing reusable web design* and *Designing for multiple screens* activities, respectively.

3. Using the web page they created, explain they can use it as a home page to build a larger web site. Alternatively encourage them to learn what they have used to set up all of their web projects. Encourage students to customize their workspaces and use the different views to check the progress of their site during the web development process.

## Assessment

|          | 0 – Does not meet expectations | 3 – Meets expectations   | 5 – Exceeds expectations   |
|----------|--------------------------------|--|--|
| Web page | Absent or incomplete.          | Students create a web page and save it as index.html. Students set up a local root folder and define a site structure. | Students create a HTML5 DOCTYPE web page and save it as index.html. Students set up a local root folder and define a site structure. Students customize their workspace and use all 4 views to see their web page from within Dreamweaver. |

## 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

- 3.1 Identify elements of the Dreamweaver interface.
- 3.3 Use the Property inspector.
- 3.6 Customize the workspace.
- 4.1 Demonstrate knowledge of Hypertext Markup Language.
- 4.2 Define a Dreamweaver site.
- 4.3 Create, title, name, and save a web page.
- 5.1 Set and modify document properties.

### For more information

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



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