

Activity

Timing: 1 to 3 hours

Level: Ages 15 and up

Prototypes

Activity Overview

A prototype is a semi functional web page that gives a realistic preview of what the page will look like and how the site will work. Use this activity to teach students how to build a prototype and export the prototype as HTML and CSS files.

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

Research and communication skills

- Creating prototypes
- Understanding and applying design aspects such as color theory, layout, contrast, and composition

Technical skills

Fireworks

- Creating a prototype
- Exporting a prototype to Dreamweaver

Project Assets

- *Fireworks guide:* How to create a prototype
- *Electronic file:* prototype-export.zip

Background preparation resources

[Technical and content information](#)

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

[Adobe Certified Associate objectives](#)

Activity Steps

1. Introduce students to the goals of the activity by discussing the following:
 - A prototype is a semi functional web page that gives a realistic preview of what the page will look like and how the site will work.
 - Wireframes, design comps, and storyboards lead to building a prototype.^{2.5, 1.5} Students can combine wireframes and design comps to make a detailed and comprehensive prototype they can preview for their clients.
 - Prototypes made in Fireworks can also be exported as HTML and CSS files that can be used in Dreamweaver for previewing the website in a web browser.
2. Distribute the technical guide and using the electronic file, use the "I do, we do, you do" method to demonstrate how to combine a wireframe and a design comp into a prototype. Demonstrate how to export the prototype as HTML and CSS files.

Fireworks guide: How to create a prototype

Electronic file: prototype-export.zip

3. Select a project where the students have previously created a design comp, wireframe, and storyboard - for example re-creating the schools website, a website about themselves, or another project they are currently working on - and allow students time to build a prototype of one or more web pages based on their storyboards.

Note: If working with clients, have students present the prototype to their client for approval in preparation of the technical site build.^{2.6, 1.6} Allow time for any necessary revisions based on client feedback.

Assessment:

	0 - Does not meet expectations	3 - Meets expectations	5 - Exceeds expectations
Prototype	Absent or incomplete.	Students create a prototype of at least one page or screen of a web project based on wireframes, design comps, and storyboards. The prototypes are semi functional in Fireworks and can be exported as HTML and CSS for Dreamweaver.	Students create a prototype of two or more pages or screens of a web project based on wireframes, design comps, and storyboards. The prototypes are realistic, semi functional in Fireworks, and use client-approved colors, fonts, page layout, and navigation. Prototypes are exported as HTML and CSS for 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 Fireworks*, see *Fireworks 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

1. Creativity and Innovation
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:
 - a. apply existing knowledge to generate new ideas and products and processes.
 - b. create original works as a means of personal and group expression.
2. Communication and Collaboration
Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:
 - a. interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media.
 - b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4. Critical Thinking, Problem-Solving & Decision-Making
Students use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources. Students:
 - b. plan and manage activities to develop a solution or complete a project.
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.

Adobe Certified Associate Exam Objectives

Adobe Certified Associate, Web Authoring objectives

- 2.5 Demonstrate knowledge of flowcharts, storyboards, wireframes, and design comps to create web pages and a site map (site index) that maintain the planned website hierarchy.
- 2.6 Communicate with others (such as peers and clients) about design and content plans.

Adobe Certified Associate, Interactive Media objectives

- 1.5 Understand project management tasks and responsibilities.
- 1.6 Communicate with others (such as peers and clients) about design and content plans.

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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