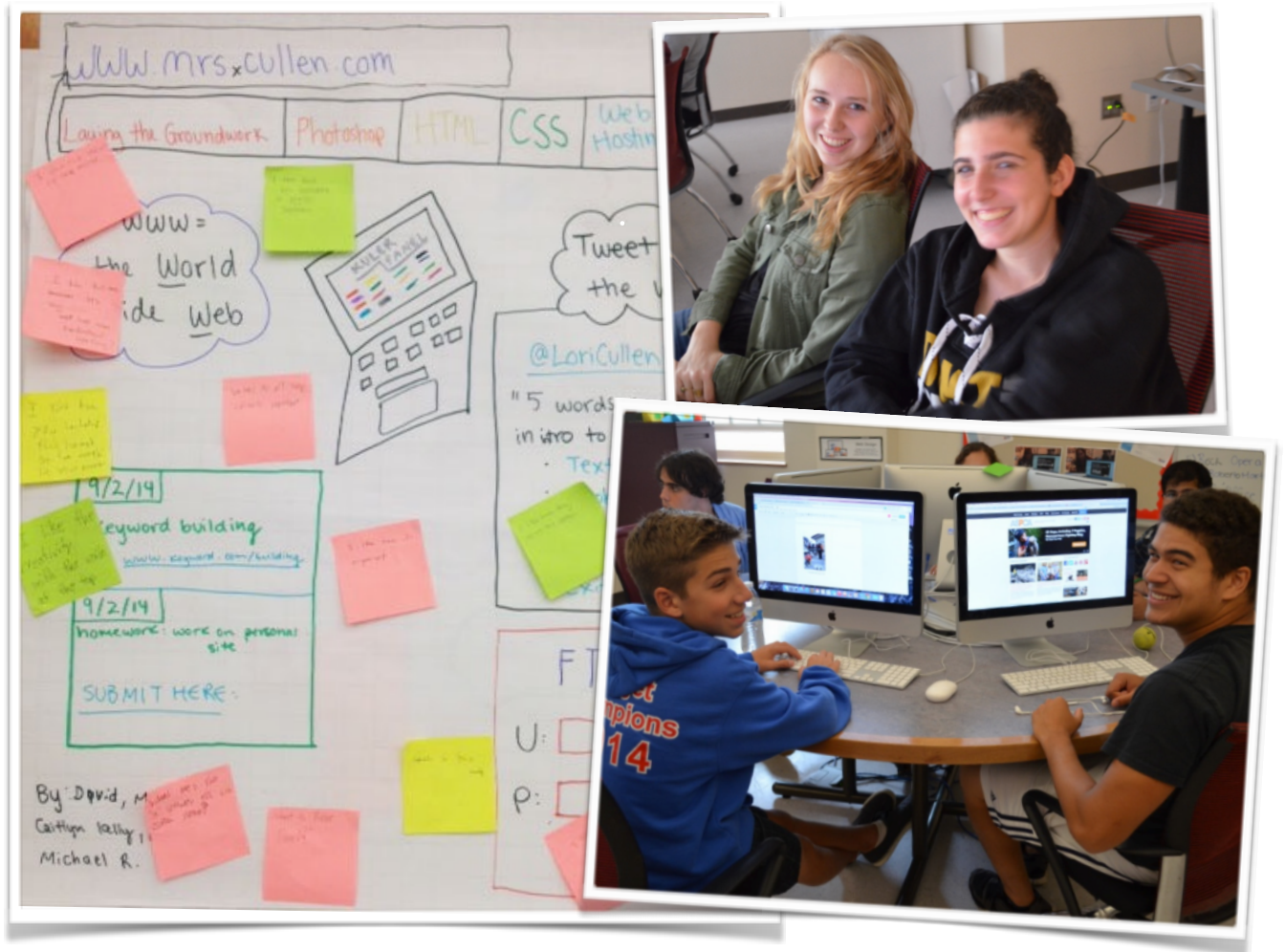


# Turn Around and Meet my Friends

## Adv. Web Design Style

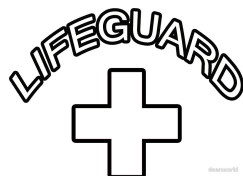


# Meet My Friends

## Introductions

Directions: You will be matched up with a group of students in the classroom. Your group must create a Web page which introduces each person in the group. The teacher will provide you with two large pieces of sticky note paper. On paper #1 you must write out your code for the Website and on paper #2 you must draw out the design (outcome of the code provided on paper #1.) The following elements must be in your Web page:

1. A header, body and footer. Every section of the page and piece of content formatted with an appropriate HTML tag and formatted using CSS.
2. A creative title/topic and nav bar links for your Web page which brings all of you together (example: Outstanding Students, Students of Natick, Adv. Web Design Pride, Web Friends Forever)
3. Each student's Name, Grade & One Interesting Fact (example: Tom, gr. 9 & has 8 siblings)
4. An image for each student which displays one thing they did over the summer (example: ``)



5. A visually attractive color combination



6. **Now introduce them to the class!!!** Your group will present the Web page to the class so we can all get to know each other and brush up on our HTML and CSS skills. The twist... at the end of the presentations we will vote on our favorite Web page. The group with the most votes BUT also the correct code (code to be tested by the teacher) will win a class prize!

### Tips and Tricks:

1. Work as a group and as individuals. Plan out the base together and then see if you can code your part individually. Work together BUT also divide and conquer.
2. Help each other out. Remember some students took Intro. Web Design or Adv. Web Design I a few semesters ago. They may need help with the code.
3. Be creative, have fun and get to know each other!
4. Include everyone in the team work and when presenting.
5. Test your code!!
6. Assign jobs. Example: code tester, designer, coder, illustrator...
7. Do what works for you and your team
8. Before you pick out your color combo make sure those colors are available in the marker basket (and work)
9. Do some sketch/wire frame work before going in on the big piece of paper.

