

Learning Object #1:

For Learning Object #1 I am planning on creating a Flash-based animation that introduces my beginning HTML students to the basic concepts of HTML.

Objectives:

- Define HTML as a markup language and explain that it is not a programming language
- Introduce students to basic HTML tags
- Demonstrate the basic structure used by all HTML documents
- Give examples of how elements are added to an HTML document

Interface:

Basic Flash-based text and graphical animation including shape and property tweening, audio sfx, narration, and an animated button that will allow users to play and replay the animation.

Goal:

Upon completion I plan on using this as learning object in my online HTML course.