



Subject	Computing	Theme	Network Theory – HTML Coding	Term	3
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What should I already know?

- How to recall the different parts that make up a computer.
- Demonstrate an understanding of networks and the internet being a large network of computers
- How the Internet is accessed in school.

What should I know by the end of the unit?

- How to identify HTML tags by obtaining the source code from a selection of websites.
- How to research content to be used to make own webpage
- How to innovate an existing webpage to change content and images from existing knowledge (using existing coding)
- How to create a webpage from code within HTML Editor Trinket
- How there are benefits of the internet; how they can provide multiple services and the opportunities they offer for communication and collaboration
- The **origins of the WWW** and individual websites within it.
- The difference between the internet and the World Wide Web

Key Vocabulary

Body	The body is the container for all of a page's content. Comes after the <head> tag, within the overall <html> tag.
Clients	A client is the requesting program or user in a client/server relationship.
Debug	identify and remove errors from (computer hardware or software)
DNS	The Domain Name System (DNS) is the phonebook of the Internet. Humans access information online through domain names, like nytimes.com or espn.com.
Head	Tag that surrounds important content that is invisible to the user, but is important to the browser. Elements within this tag contain metadata about the page and links to stylesheets, scripts, etc.
HTML Tag	Tags are basic labels that define and separate parts of your markup into elements. They are comprised of a keyword surrounded by angle brackets <>. Content goes between two tags and the closing one is prefixed with a slash.
Networks	a group or system of interconnected devices
Packets/Datagrams	A data packet is a unit of data made into a single package that travels along a given network path. A datagram is a basic transfer unit associated with a packet-switched network.
Servers	a computer or computer program which manages access to a centralized resource or service in a network.
Source Code	a text listing of commands to be compiled or assembled into an executable computer program.