

Make It Count

60 minutes

Websites and Code

WHAT THIS LESSON DOES

You will learn to add a counter to your web page and create buttons that change the number when clicked. This makes your site interactive so visitors can count goals, books or other things that matter to you.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Add interactive counter blocks from the Apps section to a web page
- Create buttons that trigger actions to change the counter value
- Configure a counter to increase based on user actions
- Personalise the counter to track meaningful items on the site

BEFORE THE LESSON

- Open the Web Page Builder on the board before pupils sit down so returning sites load and starters see the two club pages.
- Have a device ready for each pupil (or pair) to use the interactive activity.
- Be ready to name two different buttons out loud: Links and buttons versus button when clicked from Apps.

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HOW THE LESSON RUNS

5 min	introduction	Start: What We're Building
5 min	content	A Page That Counts
8 min	activity	Add a Counter and Name It
7 min	activity	Add a Button When Clicked
7 min	activity	Put Change Counter Inside
8 min	activity	Try a Press
8 min	activity	Your Turn: Make It Yours
5 min	content	Make Sense
3 min	content	Reflect
4 min	summary	What You Covered

TEACHING MOVES

- 1. Start: What We're Building. On the board, name the big idea once: before, the site had a shape; today it does something when someone uses a button. Always say the full Apps name, button when clicked.
- 2. A Page That Counts. Keep to three ideas only: pages that change, a counter that holds a number, and an Apps button that can change it. Do not open any code tab yet.
- 3. Add a Counter and Name It. Circulate until most previews show a live starting number. Check the counter sits on a page from the Apps palette, with a short clear name, inside a box if they have one.
- 4. Add a Button When Clicked. Hold up the mix-up once: Links and buttons jumps pages; Apps button when clicked runs actions. If a button has a page target, delete it and take the Apps block.
- 5. Put Change Counter Inside. Model one clean stack: button when clicked on top, change counter tucked inside, dropdown on the real counter name, amount set to 1. An empty dropdown means setup is missing.
- 6. Try a Press. Hold a ten-second predict beat, ask two voices, then let the room test. Put the three-check debug list on the board and resist fixing on the first ask.
- 7. Your Turn: Make It Yours. Protect independent practice. Push a meaningful count a stranger could read, not decoration. Done is one working +1 Apps button and a named counter.
- 8. Make Sense. Calm whole-class recap. Ask two pupils to retell the order: first the counter, then button when clicked, then change counter inside.
- 9. Reflect. Display the prompts only. No typing or saving. Take a quick pair share, or read the three questions and hear two voices.
- 10. What You Covered. Short recap only. In one sentence, mention that next time a visitor will type something into a list. Do not open code tabs.

WHAT TO WATCH FOR

- Pupils grab the plain button from Links and buttons, which only jumps page, instead of button when clicked from Apps. Show both blocks side by side. If theirs has a page target and no action slot, have them delete it and drag the Apps block.
- Change counter sits beside the page, or the counter was never placed first, so the dropdown shows (add a counter). Send them back to place and name the counter on the page, then snap change counter inside button when clicked and pick that name.
- The change amount is left at 0, so presses look broken even when the stack is right. Check the change field together and set it to 1. Remind them a reload resets the number for this visit.

DIFFERENTIATION

- Emerging: Stay with them until the counter is on a page from Apps with a short name, before any button work. Pair them with a partner and use the board line: if you cannot see the number, the button has nothing to change.
- Developing: Point them at the three-check list: counter on page and named, change counter inside the Apps button, dropdown and amount set. Have them say the stack order back to you before they press again.
- Proficient: Offer a second button when clicked labelled Take one away, with change set to the number -1. If time allows, let them try the optional say block as a quick extra, not a class requirement.