

Ask Your Visitor Something

60 minutes

Websites and Code

WHAT THIS LESSON DOES

Pupils build a web page where visitors type answers into a text box and add them to a list using a button. They add and name the blocks, connect them with an action, test it, and personalise the page.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand the components needed to collect and display visitor input on a web page.
- Learn to use block-based programming to link user input to list updates.
- Develop skills in creating interactive features for personal websites.

BEFORE THE LESSON

- Open the interactive on the board before pupils arrive so the carried starter site is visible.
- Have devices ready so each pupil can open their own site in the interactive.
- Be ready to sketch a simple board flow: type, press button, appears in list.

Ask Your Visitor Something

HOW THE LESSON RUNS

5 min	introduction	Start: What We're Building
5 min	content	A Page That Asks
6 min	activity	Add a Text Box
3 min	activity	See the Text Box on Your Page
6 min	activity	Add a List Box
6 min	activity	Add a Button When Clicked
8 min	activity	Tell the Button What to Do
6 min	activity	Try It Three Times
8 min	activity	Your Turn: Make It Yours
3 min	content	Make Sense
2 min	content	Reflect
2 min	summary	What You Covered

TEACHING MOVES

- 1. Start: What We're Building. Show the starter site on the board. Name today's Apps blocks: text box, list box, button when clicked, and add text box to list box. Stress that the two boxes must sit on the page before the action.
- 2. A Page That Asks. Keep this spoken and short. Sketch type → button → list on the board. Say the full name button when clicked from Apps, not the Links and buttons page-jumper. Head off grabbing the action early.
- 3. Add a Text Box. Model the drag first. Set name to hobby and placeholder to Type a hobby idea, saying the word placeholder aloud. Check the block is inside the page, not floating outside.
- 4. See the Text Box on Your Page. Pause briefly so pupils type in the live text box and see the placeholder work. If it is missing, check they are on the right page and the block sits inside page content.
- 5. Add a List Box. Hold up list box from Apps, not the ordinary list block. Name it list in short lowercase with no spaces. Reassure pupils the empty list looks quiet until the button works.
- 6. Add a Button When Clicked. Stop the habit grab for Links and buttons. Use Apps button when clicked, label Add it, and pause to confirm hobby, list and the button are all on the page before any action.
- 7. Tell the Button What to Do. Model both dropdown picks slowly: hobby then list. If menus say add a text box or add a list box, check names and page, then drag the action out and back in.
- 8. Try It Three Times. Celebrate the first working add with one volunteer on the board. Coach clearing the box between presses so the list shows three separate lines, not one long string.
- 9. Your Turn: Make It Yours. Coach meaning over decoration: match banner, heading, page text, placeholder and button label to the site topic. Prefer keeping hobby and list unless pupils re-pick both names on the action.
- 10. Make Sense. Board talk with the three pieces still visible. Ask one pupil to explain the build order. Refresh once so the class sees the list clear, and treat that as a design limit, not a bug.
- 11. Reflect. Display the prompts only. Two minutes of talk with a neighbour. If time, take one sharp answer on when a short-lived list is still handy.
- 12. What You Covered. Short recap only. Remind them the site carries forward. Say button when clicked aloud once more. No homework and nothing to print.

WHAT TO WATCH FOR

- Pupils grab the Links and buttons page-jumper instead of Apps button when clicked, so there is nowhere to nest an action. Hold up both blocks on the board and name button when clicked from Apps every time. Check the middle of the button can take an action before they continue.
- The action dropdowns still show (add a text box) or (add a list box) because the named boxes are missing, misnamed or added after the action. Confirm text box hobby and list box list are on the same page with exact short names, then drag the action out and snap it back inside the button.
- Pupils use the ordinary list block, or think the empty list box is broken before the button is wired. Show Apps list box on the board and reassure them the list stays quiet until add text box to list box runs.

DIFFERENTIATION

- Emerging: Freeze the guided names hobby and list. Only change visible words: banner, heading, page text, placeholder and button label. If the button does nothing, pull the action out, check both boxes are on the page, then re-add the action together.
- Developing: Have them read the checklist aloud: action inside the button, first dropdown hobby, second dropdown list. Remind them to clear the text box between adds so they get three separate list lines.
- Proficient: Fit the ask-and-list idea to their real site topic and match every visible label to that purpose. Optional stretch: nest a say action under the add action for a short thank-you, or add a line telling visitors what the list is for.