

Finish It and Show It

60 minutes

Websites and Code

WHAT THIS LESSON DOES

You finish building your website so a stranger can understand it easily. You check headings, menus and actions on your own pages. Then you visit a classmate's site on their screen and say one thing that works well and one thing that was hard to find.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Complete a multi-page website ensuring it is clear and functional for visitors.
- Evaluate their own site from the perspective of a first-time user.
- Visit a peer's website independently and give specific feedback: one strength and one thing that was hard to find.

BEFORE THE LESSON

- Open and test the interactive so each pupil's saved site loads, or the two-page starter appears if theirs is missing.
- Devices charged and ready: one per pupil, or one between two with a driver and checklist-reader plan.
- Pair pupils for the peer visit before the lesson starts so you are not organising pairs in the last ten minutes.

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HOW THE LESSON RUNS

5 min	introduction	Start: What We're Building
6 min	content	Finish Like a Stranger Will Read It
12 min	activity	Finish Stretch: Make It Clear
4 min	content	Checkpoint: Can a Stranger Find Their Way?
8 min	activity	Last Fixes: One Thing a Visitor Can Do
4 min	content	How to Visit a Classmate's Site
14 min	content	Visit and Share
3 min	content	Make Sense
2 min	content	Reflect
2 min	summary	What You Covered

TEACHING MOVES

1. Start: What We're Building. Frame this as finishing and showcase only: no new blocks. Say work carries forward, and anyone missing a site still gets the two-page starter in the interactive.
2. Finish Like a Stranger Will Read It. Keep it as talk, not a write-up. Invite two or three pupils to name one fix they already need. Stress finished and clear beats fancy and half-done. Name the Apps category out loud.
3. Finish Stretch: Make It Clear. Model one quick fix under a minute: add a missing heading or drop a menu on a bare page. Hunt first for pages with no heading or menu. Never send anyone back to Start.
4. Checkpoint: Can a Stranger Find Their Way? Keep it tight. Ask three pupils yes or no only on clear top headings and menu reach, then send everyone back to fix. Watch for second pages with no menu.
5. Last Fixes: One Thing a Visitor Can Do. This is polish, not rebuild. Stop pure decorating and test the visitor action. If the dropdown is empty, drag the Apps block in above the button. Swap plain buttons for button when clicked from Apps.
6. How to Visit a Classmate's Site. Model two neutral feedback lines, for example a clear menu and something hard to find. Pair side by side on one screen. No whole-class presentations and no printing.
7. Visit and Share. Time about six minutes each way and call the swap clearly. Expect silent explore first, then specific feedback. Early finishers may make one small fix each from what they heard.
8. Make Sense. Ask two pupils to share one specific craft detail that worked on a site they visited. Keep names kind and the focus on the craft, not on ranking sites.
9. Reflect. Display only. A brief pair share if time allows, otherwise leave the questions on screen for a quiet moment. Pupils do not type or save answers.
10. What You Covered. Reassure them the finished site stays safe. The next session uses a separate practice page on purpose so nothing built today can be lost by typing.

WHAT TO WATCH FOR

- Pupils use a plain button from Links and buttons, so there is no action hole for change counter or add to list. Have them swap it for button when clicked from Apps, then nest the matching action inside.
- A second page has no menu, so a visitor reaches it once and gets stuck with no way back. From Links and buttons, put a menu on every page so each page can reach the others without guessing.
- The action dropdown still says add a counter or add a text box because the named block is missing, misnamed, or below the button. Drag the counter or text box and list box in first from Apps, above the button, so the dropdown can show its name.

DIFFERENTIATION

- Emerging: Point them at the starter pages already in the interactive: rename headings, add their own words, and wire the visitor action later. If two share a device, one drives and one reads the checklist aloud, then they swap.
- Developing: Steer them to the checklist in order: two pages, heading on every page, menu on every page, then one visitor action from Apps. At the checkpoint, limit them to the two yes or no checks so they fix navigation before any extra polish.
- Proficient: Once finished, they may add one more short welcome sentence on the Home page. After peer feedback they may make one small fix from what their visitor had to hunt for.