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## *Unit 2 – Fireworks and Image Maps: Days 13- 25*

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### **Overview:**

This unit provides a review of the Fireworks program. The review covers the tools and optimizing as well as introducing a new skill; making buttons and creating a button style.

This unit also introduces image maps. Students will be creating a client-side image map, formatting a map file, determining coordinates of the shapes and linking the hot-spot areas to URL's or other images. Finally, the students will learn to put the image map on their Web page.

### **Objectives:**

- Complete a review of Fireworks' tools.
- Optimize a photo and drawing to reduce the amount of memory it uses without compromising its quality.
- Create unique buttons to be used on Web pages.
- Create an image map and insert it into a Web page.

### **Skills Attained:**

- Ability to draw a picture using Fireworks
- Ability to optimize a graphic for the Web
- Ability to create a button to be used on Web pages
- Ability to create and code an image map for a Web page

### **The Unit Lessons:**

#### **Day 13: 2:1 Lab – Fireworks Practice**

This lab is a review for the Fireworks program. Before you assign the review you should show them the PowerPoint movie on Fireworks [h.c.html2.4.2.1.mov]. This movie demonstrates the Fireworks tools.

You can adapt this review to be used with the graphics program you use, such as paint.

Assign lab 2:1 to be finished today.

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### **Day 14: 2:2 Handout – Optimizing**

This handout asks the students to optimize a photo and a drawing for the Web. You will find the handout at the end of the third tab “Teacher.” It is well known that most users still have dial-up modems and most will not wait more than 10 seconds for a page to load.

Optimizing reduces the amount of memory used by their graphics without compromising the quality. It is therefore important that students understand how to optimize the graphics they put on their Web sites. I found that the students enjoyed optimizing photos of themselves or their friends if you have a digital camera available. If not, there is a photo and a drawing you can use in the teacher’s files under tab 8 for teacher’s versions of the handouts.

Student’s from the HTML I class may remember doing this handout. It is a very important skill and should be repeated, maybe with different pictures to reinforce the skills.

Assign handout 2:1 to be finished in one period.

### **Day 15-16: 2:3 Lab – Making Buttons**

This lab uses Fireworks to create original buttons to be used on their Web sites.

Assign lab 2:3 to be finished on day 16.

### **Day 17: 2:4 Lab – Viewing Image Maps**

This lab gives the student exposure to image maps that others have created. You need to make available to them all the files in the folder named 2\_4\_image map that is located in the teacher’s files under Tab 2.

The lab instructs the students to search the Internet for examples of image maps. If they are having trouble finding any, I have included a small list of sites that were available in the spring of 2003. The list of sites is also in the teacher’s files under Tab 2. It is named image maps.doc.

Assign Lab 2:4 to be finished today.

### **Day 18: 2:5 Lab – Finding Map Coordinates**

You need to go over the notes for this lab. Use the overhead projector and Class Notes 2:5 to explain the tags that are needed, and how they are put together to make an image map. It can be daunting, but once they start to put together their own, it becomes clear.

Make sure they understand the examples given on the second page. When they do the lab, it will all come together.

This lab should be followed tomorrow by lab 2:6. Allow 3 periods for the 2 labs together.

Assign Lab 2:5 to be finished in 1/2 a period on day 19.

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### **Day 19 - 20: 2:6 Lab – Creating an Image Map**

Tell the students to finish Lab 2:5 first then start on this lab. This lab is another Image map for more practice. With this one there is no help for the code at all. They will have to rely on adapting their notes to this image map to be able to code this page correctly.

You will need to provide them with the *imagemap.gif* file found in the teacher's files folder in Tab 2.

Assign Lab 2:6 to be finished on day 20.

### **Day 21 - 22: 2:7 Lab – Creating an Image Map Using Software**

The students will be relieved to find out that there is software available to not only help them find the coordinates in an image map, but to code the whole image map and link it to the image.

They will be using Fireworks, but there are other software packages out there that do the same thing. You can find others by using a search engine. Type ***image map freeware*** into the search engine to find one that is free. "MapThis" is one that is available as freeware. Some are easier to than others, so be sure to try them well before you try using them with the students.

Tell them that they are to follow the steps in order and must do this type of activity more than once to feel comfortable with the procedure.

Assign Lab 2:7 to be finished on day 22.

### **Day 23 – 24: 2:8 Lab – Creating a Thematic Image Map**

This lab is a review of all the skills taught in this unit. You should let the students know this lab will be followed by a quiz. You may want to introduce them to the art of Piet Mondrian. Remind them that although Piet used only lines, they should use at least one circle and polygon to practice using those hotspot tools in fireworks.

Assign Lab 2:8 to be finished on day 24.

### **Day 25: Quiz 2 (on Unit 2)**

The quiz should take the whole period and be finished today.