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INSPIRE & EMPOWER

Digital web design

An introduction to HTML and CSS



Workshop Overview

Digital web design

The goal of this challenge is for the students to design and build a website based around a set of pre-defined challenges. This workshop can be done individually or in teams of 4. All students will make use of <https://repl.it/> to build their websites. Each team will respond to one of the briefs in this educator pack. You could randomly give each student a project idea, or have them choose for themselves.



LEARNING OBJECTIVES

***Create a
website site
map***

Respond to a brief set
by industry

***Understand
why site maps
are used***

***Understand
what a
Product
Owner does***

***Create
webpages***

Using HTML/CSS

Workshop process

Create a site map

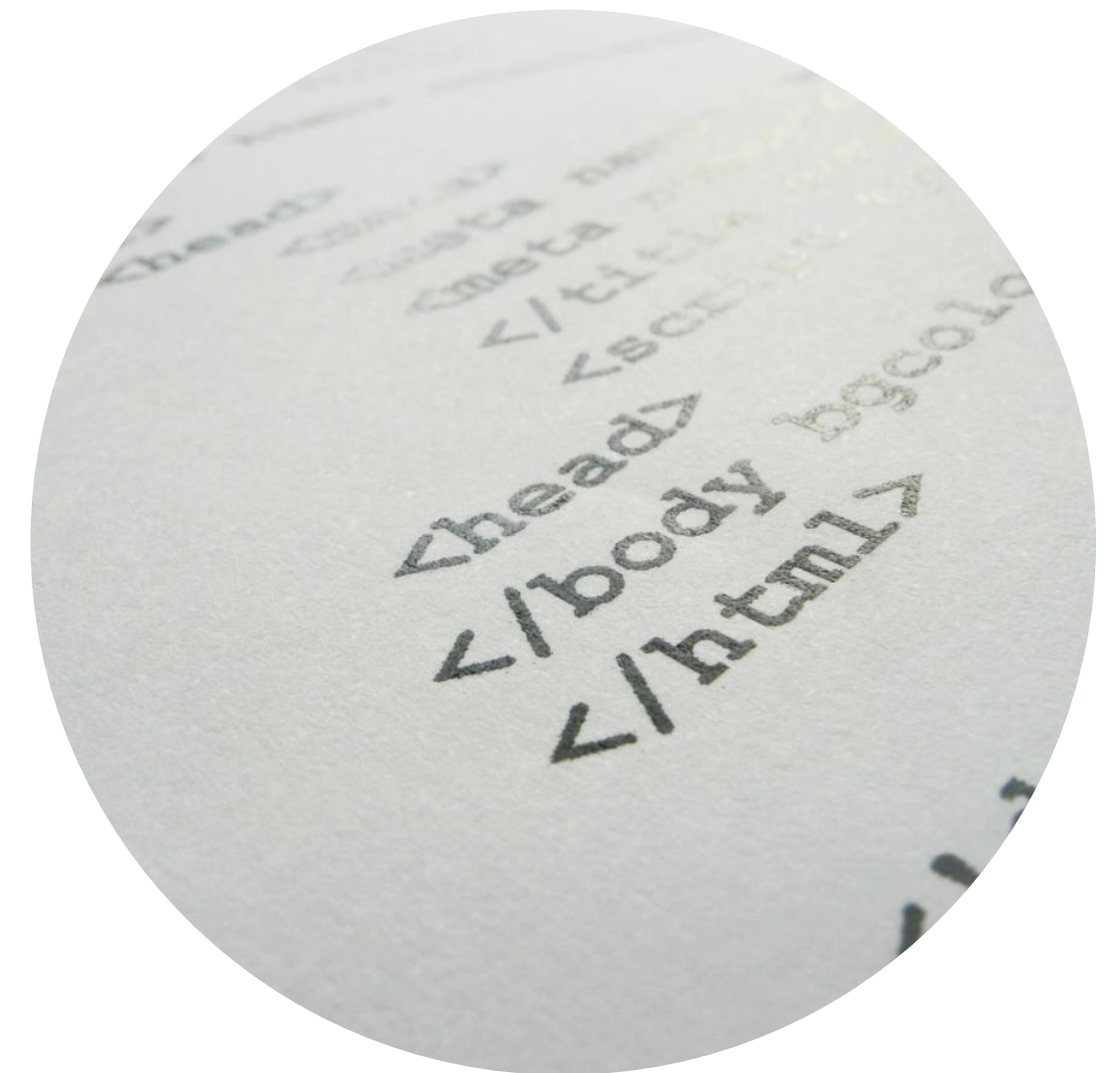
Use Video Step 1 and site map template.

Approve site maps as Product Owner

Teacher or parent - it's your job to make this happen!

Build the webpages in repl.it

Use Video Step 2, 3 + 4.



Design briefs

The website should be built around one of these challenges:

- A website to promote jobs (what jobs are on offer, what are the requirements)
- A website around mental health (blogs, helpful tips, resources)

A website to help the homeless (information about shelters, facilities they can use)

- A study guide to help students learn better (revision techniques, resources etc)
- A new school intranet (what would you make, or have, on the school's intranet?)
- A website around improving the environment in your area
- A social club or sports team



Student duties

Your students must:

- Design the pages, the layout, the text to place on the pages (they can scribble anything in the design phase on paper to design each page)
- Create a story board to describe the journey each page makes to get to another page. i.e. if they clicked on one link, which page would open etc.
- Create each page and style them if they want to
- The website will just be made up of several HTML files and will be accompanied by a CSS file which can be used for styling the website (for each page).

Educator duties

The educator must:

- Ensure each student has an account on <https://repl.it/> The educator can create this and provide passwords to each student if required.
- Emphasise that this challenge is not about making the most attractive website but more about the design, the thought process and also more importantly, the exposure to some form of coding.
- Once the educator designates the challenge to the students, the educator will play the role of 'Product Owner'.

Introducing the Product Owner

A Product Owner is an individual who ensures that the product being created matches the overall vision of what the business wants to achieve.

The Product Owner will be the individual who the teams will liaise with and present designs and outputs to.



PRODUCT
OWNER

DUTIES OF THE PRODUCT OWNER



Approve/reject the student's design

Check the storyboard fits the brief.



Regularly ask to see a preview of the student's website

Monitoring progress is essential.



Provide constructive criticism and steer the student

Ensure the designs are consistent with the brief and would be accepted by the client who set the brief.



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Manchester
Digital

**GREATER
MANCHESTER**
DOING **DIGITAL** DIFFERENTLY

**WORKSHOP
DEVELOPED BY**

KEEP IN TOUCH



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