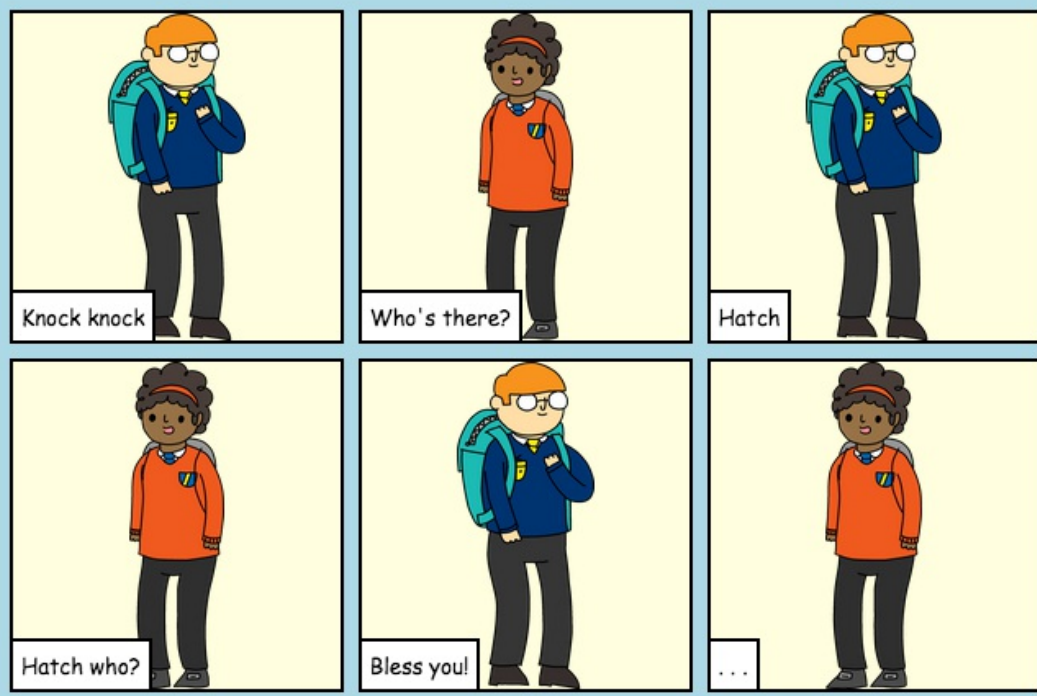


Introduction

SAMPLE

In this project, you'll learn how to create your own webpage to tell a story, joke or poem.

A Joke...



Step 1: Decide on a story

Before you get coding, you'll need to decide on a story to tell.

✓ Activity Checklist

☐ Think about the story you want to tell. It could be:

- A famous story;
- A story you have made up;
- Something that has happened to you or someone you know.

It doesn't even have to be a story. It could be a joke, a poem, or anything else you want!

Step 2: Editing your story

Let's start by editing the HTML content and CSS style of the story webpage.

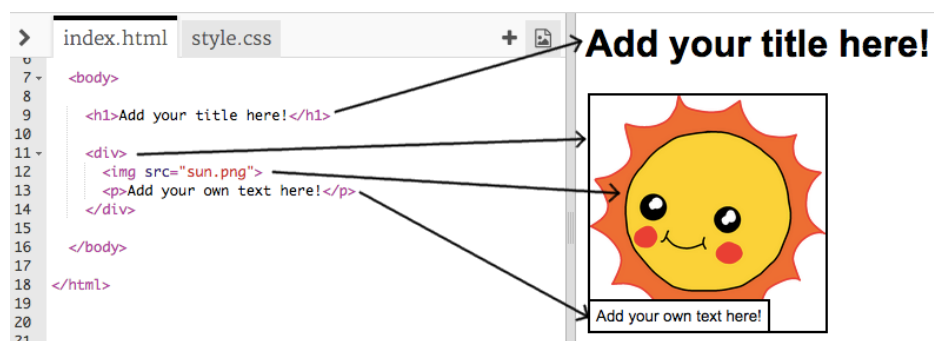
✓ Activity Checklist

- ☐ Open this trinket: jumpto.cc/web-story. If you're reading this online, you can also use the embedded version of this trinket below.
- ☐ You might remember from the 'Happy Birthday' project that webpage content goes in the `<body>` of the HTML document.

Go to line 7 of the code, and you should see the webpage content, which is inside `<body>` and `</body>` tags.

```
0
7 <body>
8
9     <h1>Add your title here!</h1>
10
11 <div>
12     
13     <p>Add your own text here!</p>
14 </div>
15
16 </body>
17
```

- ☐ Can you tell which tags are used to create the different parts of the webpage?



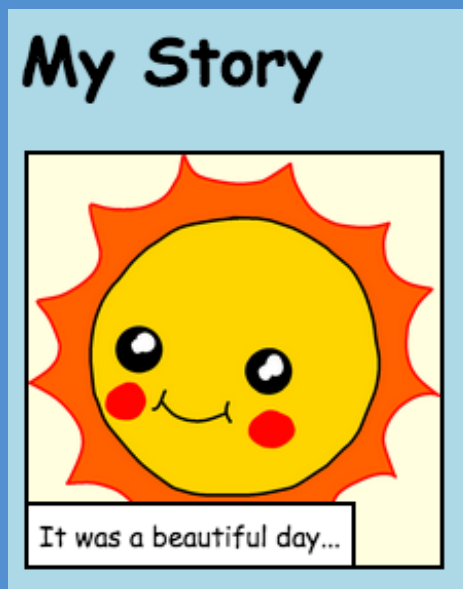
- `<h1>` is a **heading**. You can use the numbers 1 to 6 to create

headings of different sizes;

- `<div>` is short for **division**, and is a way of grouping stuff together. In this webpage, you'll use it to group together all the stuff for each part of your story;
- `` is an **image**;
- `<p>` is a **paragraph** of text.

Challenge: Make some changes

Edit the HTML and the CSS code to customise your webpage.



You can alter the colours used in the webpage, and you can also use fonts like Arial, Comic Sans MS, Impact and Tahoma.

You can find more CSS colour names at jump.to/cc/colours.

If you need more help, you can use the 'Happy Birthday' project to help you.

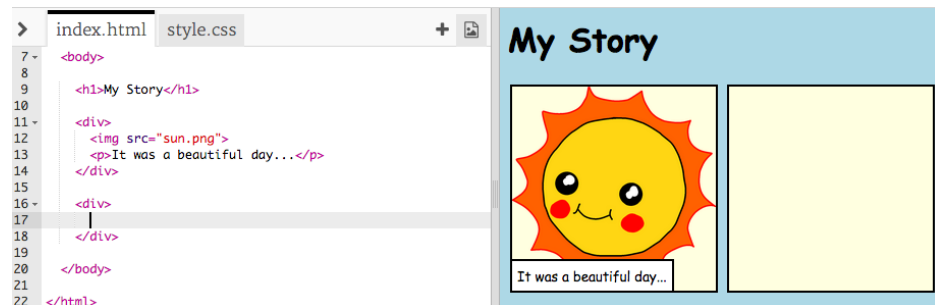
Save Your Project

Step 3: Telling your story

Let's add a second part to your story.

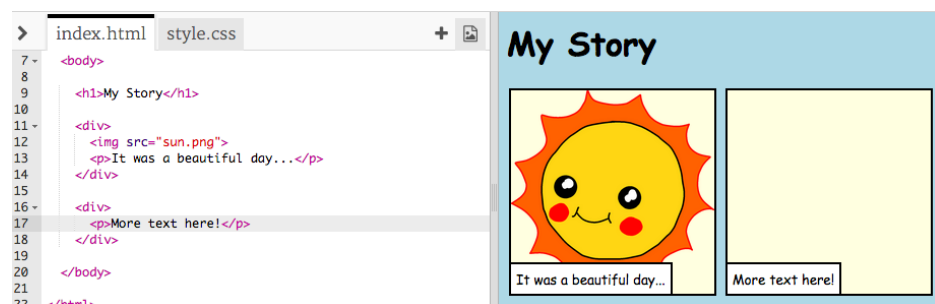
✓ Activity Checklist

- ☐ Go to line 15 of the code, and add in another set of `<div>` and `</div>` start and end tags. This will create a new box for the next part of your story.



- ☐ Add a paragraph of text inside your new `<div>` tag.

```
<p>More text here!</p>
```



- ☐ Finally, you can add an image to your new box, by adding this code inside your `<div>` tag:

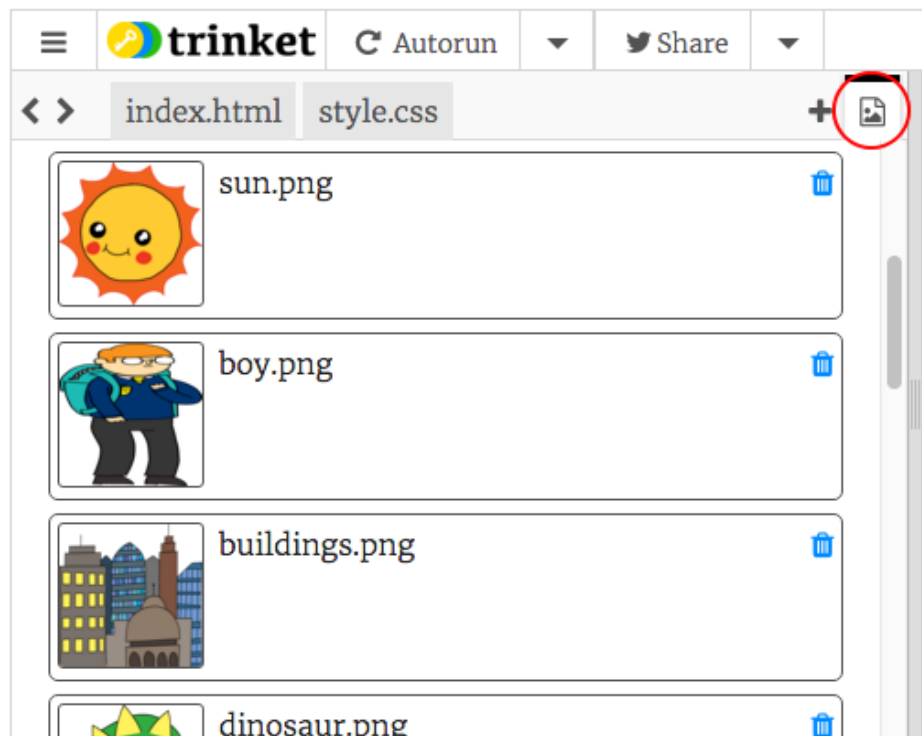
```
<img src="">
```



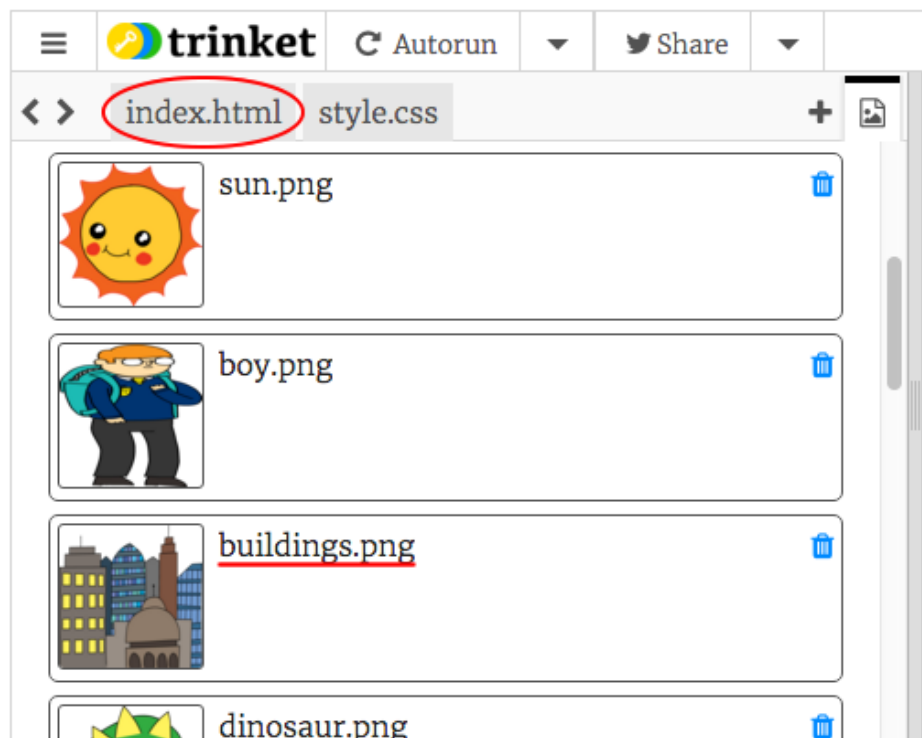
Notice that `` tags are a bit different to other tags, as they don't have an end tag.

- For HTML images, you need to add the **source** of the image, inside the speech marks.

Click the image icon to see the images available for your story.



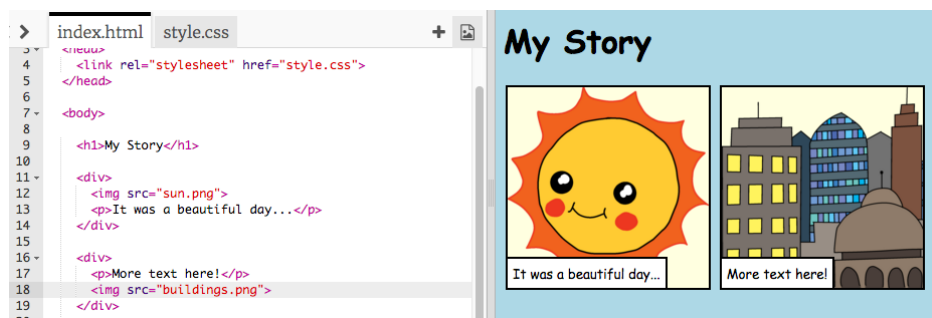
- Find the name of an image you want to add, for example `buildings.png`. You can then click `index.html` to get back to your code.



- ☐ You can then add the name of the image between the speech marks in your `` tag.

```

```



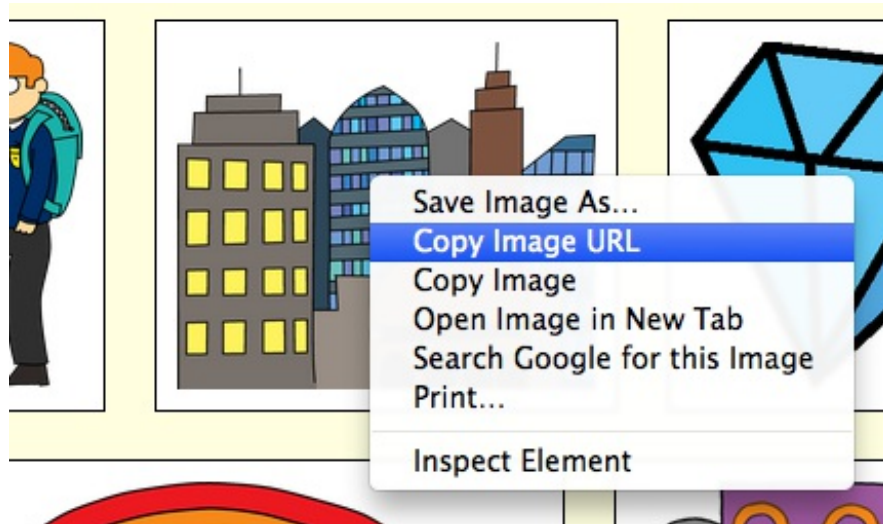
Step 4: Finding your own images

Let's find an image from the web to add to your story.

✓ Activity Checklist

- ☐ Go to jump.to/cc/html-images and find an image that you want to include in your story.
- ☐ Right-click the image, and click 'Copy image URL'. The **URL** is the

address of the image.



- ☐ Paste the URL between the speech marks in your `` tag. You should see your image appear!



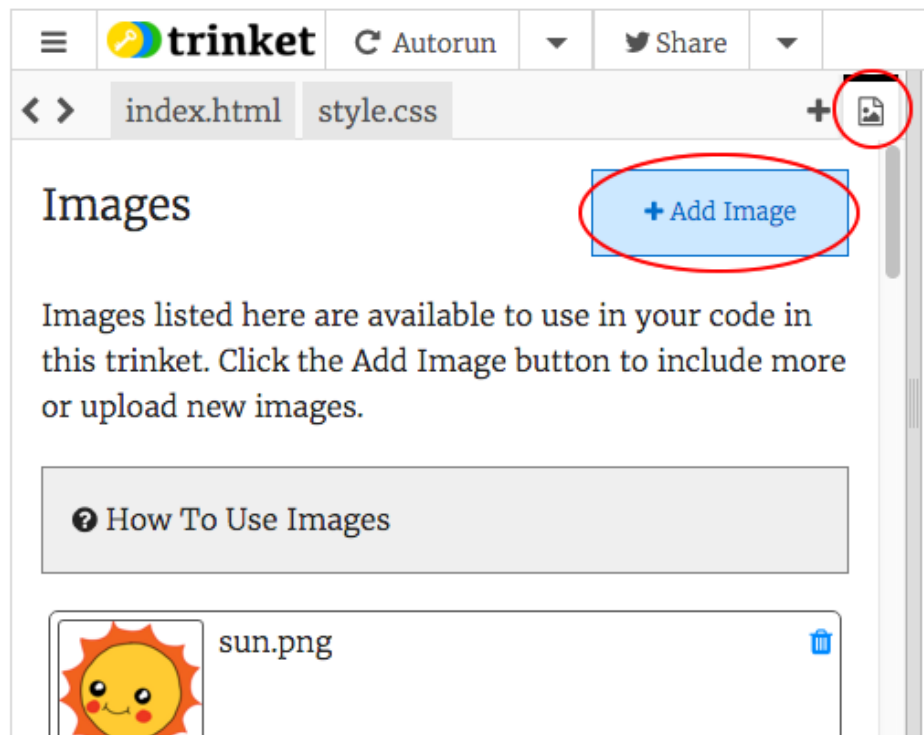
Save Your Project

Step 5: Uploading images

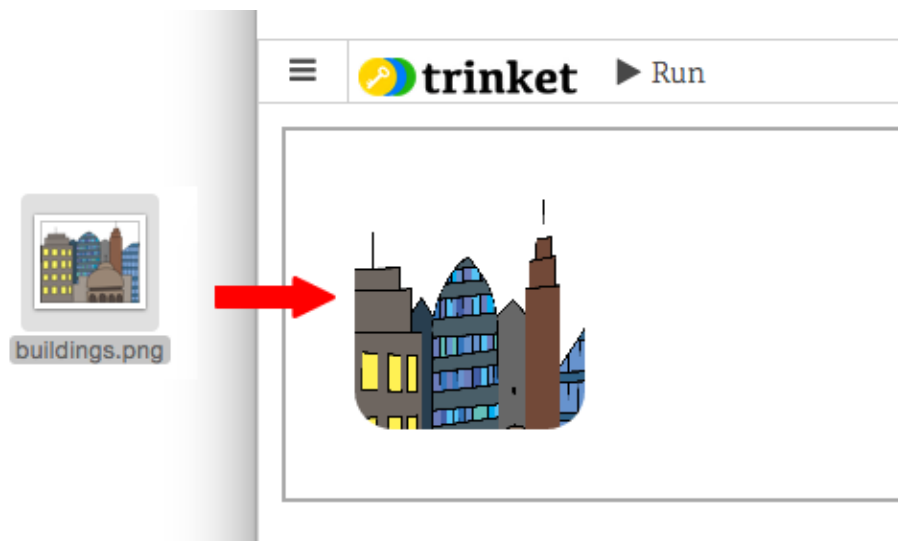
If you have a Trinket account, you can also upload your own images to your webpage!

✓ Activity Checklist

- ☐ Click the image icon at the top of your trinket and then click 'Add Image'.



- ☐ Find your image on your computer, and drag it into your trinket.



- ☐ You can then just add the name of your new image between the speech marks in your `` tag, like this:

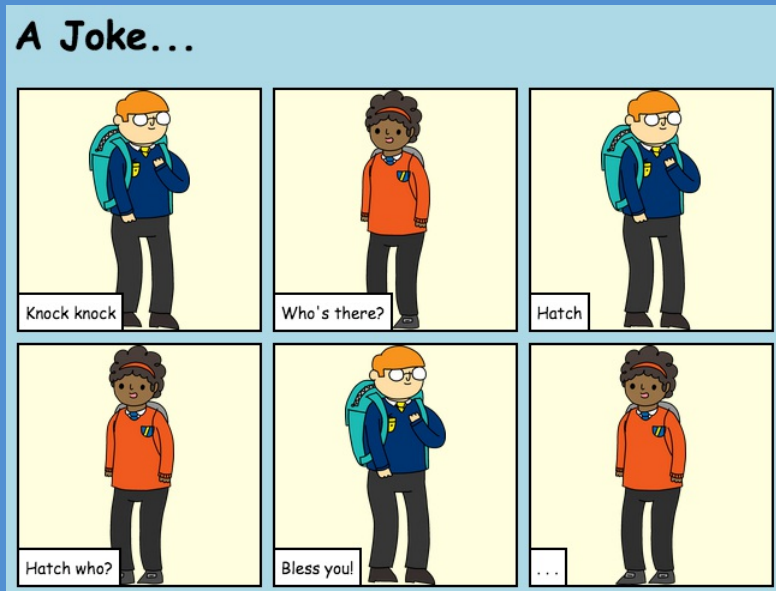
```

```

Save Your Project

Challenge: Keep going!

Use what you've learnt in this project to finish telling your story! Here's an example:



Save Your Project