W03 Project: Rafting Site – Wireframes

Overview

Wireframes are valuable tools in web design. They help visualize what should be on a page and where each piece of content should be in relation to others. The goal is for you to be able to read a wireframe and develop that wireframe into a valid HTML structure.

Prepare

- Read: 📄 How to Read a Wireframe – Carl Duffied – @fuzzymath

Activity Instructions

> For this activity, please give your best effort, but do not worry about getting it completely accurate or finished. Do not spend more than 30 minutes on this activity. Use the video demonstration below for additional ideas.

1. Create an HTML file named "**wireframe.html**" in your **week03** folder.

2. Add the basic `html` document and `head` HTML elements.
   The Development Standards checklist can be used as a reference to help you with this content.

   > ▶ Check Your Understanding

3. Using this wireframe design, build the structure (the HTML only) of the page in your **wireframe.html** document.
   - Start with the three (3) children of the **body**.

     - ✔ `header`

     - ✔ `main`

     - ✔ `footer`

   - Place an `img` and `nav` element inside of the **header**. The **nav** element should have four (4) `a` anchor tag elements that have placeholder content and references for the links.

     > ▶ Check Your Understanding

   - Do your best to determine the elements that might be the best fit for the rest of the content on the page. Refer to the video below for comparison and additional ideas.

Submission

1. Commit and push your work to your GitHub Pages course repository. See your published page here:

```
https://githubusername.github.io/wdd130/week03/wireframe.html
```

Project Introduction