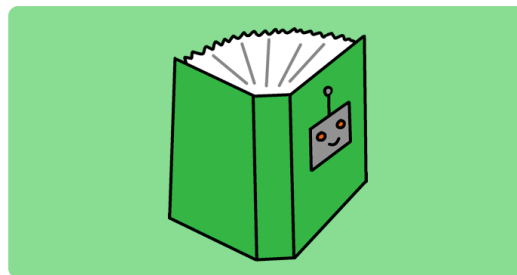




Projects

Tell a story

Create a webpage to tell a story, joke, or poem

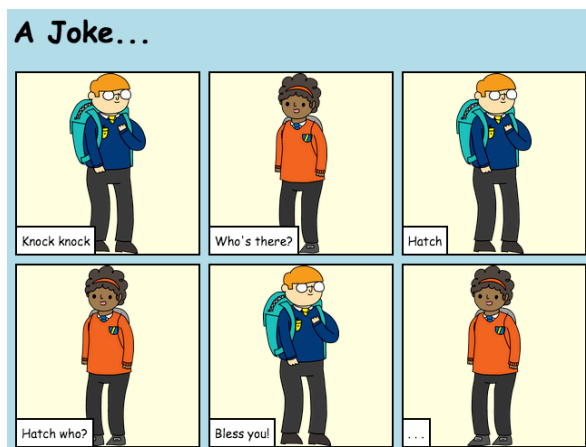


Step 1 Introduction

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

What you will make

Scroll down in the trinket to see the punch line!



What you will learn

This project covers elements from the following strands of the **Raspberry Pi Digital Making Curriculum** (<https://rpf.io/curriculum>):

- **Design basic 2D and 3D assets** (<https://www.raspberrypi.org/curriculum/design/creator>).

Additional information for educators

If you need to print this project, please use the **printer-friendly version** (<https://projects.raspberrypi.org/en/projects/tell-a-story/print>) .

Use the link in the footer to access the GitHub repository for this project, which contains all resources (including an example finished project) in the 'en/resources' folder.

Step 2 What you will need

Hardware

- A computer capable of accessing **trinket.io** (<https://trinket.io>)

Software

This project can be completed in a web browser using **trinket.io** (<https://trinket.io>).

Step 3 Decide on a story

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

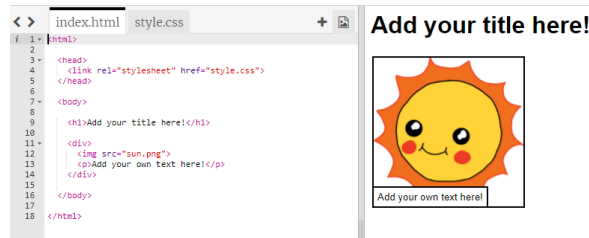
It doesn't even have to be a story. It could be a joke, a poem, or anything else you want!

Step 4 Editing your story

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

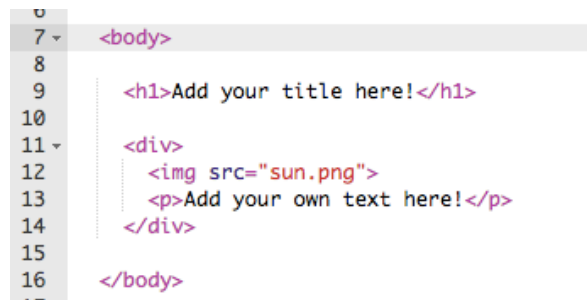
- Open **this trinket** (<http://jump.to/cc/web-story>).

The project should look like this:



Webpage content goes in the `<body>` section of the `index.html` HTML document.

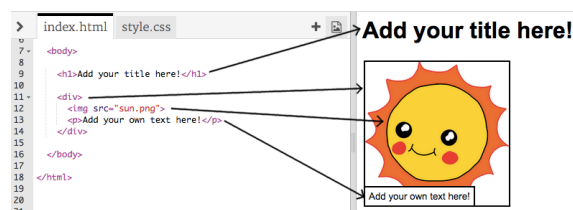
- Find the webpage content from line 7 onwards, inside `<body>` and `</body>` tags.



- See if you can work out which tags are used to create the different parts of the webpage.



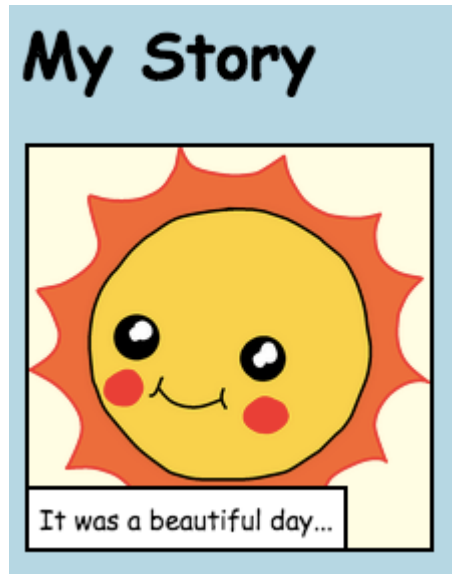
Answer



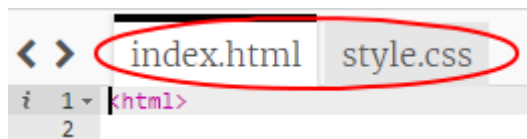
- `<h1>` is a **heading**. You can use the numbers 1 to 6 to create headings of different sizes.
- `<div>` is short for **division**, and is a way of grouping stuff together. In this webpage, you'll use it to group together all the stuff for each part of your story.
- `` is an **image**.
- `<p>` is a **paragraph** of text.

Step 5 Challenge: make some changes

Edit the HTML and CSS code to customise your webpage.



The HTML content can be found in the `index.html` file, and the CSS style in the `style.css` file.



You can also alter the colours used in the webpage, and you can use different fonts such as:

- Arial
- Comic Sans MS
- **Impact**
- Tahoma

Find more CSS colour names **here** (<http://jumpto.cc/colours>).

Step 6 Telling your story

Let's add a second part to your story.

- 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>
```

- You can display an image in your new box by adding this code inside your `<div>` tag:

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

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

- To get an image to show up, you need to add the **source** (`src`) of the image inside the speech marks.

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

- Decide which image you want to add and remember its name, for example `buildings.png`.
- Click on `index.html` to get back to your code.

- Add the name of the image between the speech marks in your `` tag.

```

```

Step 7 Finding your own images

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

- Go to **this page** (<http://jumpto.cc/html-images>), and find an image that you want to include in your story.
- Right-click the image, and click **Copy Image URL** (or **Copy Image Address**, depending on the computer you are using). The URL is the address of the image.
- Go back to your `index.html` page.
- Paste the URL between the speech marks in your `` tag. You should see your image appear!

Step 8 Uploading images

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

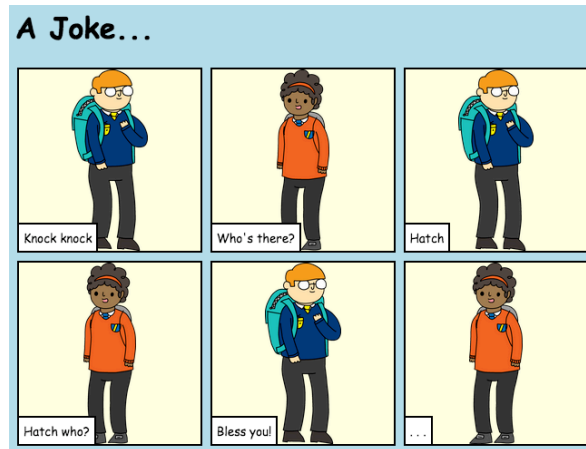
- Click on the image icon at the top of your trinket, and then click **Add Image**.
- Click the **Upload** button, then find the image you want to use on your computer and drag it into the box. Alternatively, use the button to select it.
- Then just add the name of your new image between the speech marks in your `` tag, like this:

```

```


Step 9 Challenge: keep going!

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



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View project & license on GitHub (<https://github.com/RaspberryPiLearning/tell-a-story>).