Video Course Outline

*Version Date: March 15th, 2022*

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| Course Information  [Learn more about this section](https://authors.pluralsight.com/proposing-a-course-overview/#tasks) | |
| Title | HTML and CSS Playbook |
| Author Name | Chris Behrens |
| Opportunity ID | html-css-playbook |
| Skill Path | HTML/CSS |
| Path Placement | 9 |
| Pattern | Playbook |
| Length *Estimate in minutes* | 180 |
| Level *(Beginner, Intermediate, Advanced and include Job Level between P1–P5)* | P3, Intermediate |
| [Hands-on Requirement](https://docs.google.com/document/d/1kmko29RHzusIBqZolIJGnlzlyMBzjbm2HX-NSFnAYAI/edit) | |  |  | | --- | --- | |  | Required - Sandbox | |  | Required - Sandbox and Checkpoints | |  | Required - Sandbox, Checkpoints, and Exercises | |  | Not Required | |
| Tag Info | HTML/CSS |
| Refresh Rate | Annually |

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| Course Planning  [Learn more about this section](https://authors.pluralsight.com/proposing-a-course-overview/#course-planning) | |
| Learner Profile *Who will be taking this course?* | This is a basic HTML / CSS developer who is looking for a narrow solution to a particular problem, as opposed to a connected understanding of broad principles. |
| Learner Prerequisites *What do they already know?* | Basic HTML and CSS - targeting minimal knowledge |
| Storyline *What real-world problem will you solve in your course?* | No story line for a playbook course |
| Platform/Tool Versions | |  |  |  | | --- | --- | --- | | Technology | Version(s) | Pre-release? (Y/N) | | HTML | 5 | N | | CSS | 3 | N |   Additional Notes:  I’ll use Brave as the browser with Edge and Chrome where cross-browser is relevant. |
| Short Description *250 character limit* | HTML and CSS are the fundamental tools for communicating to an Internet audience. **This course will teach you** a bunch of plays for your playbook and show you how to solve some interesting challenges you’ll face with HTML and CSS.. |
| Long Description *General overview, 3 main learning points, what the learner will know by the end of the course.* | In this course, HTML and CSS Playbook, you will learn tactics to solve challenges in web page development using HTML and CSS. We'll look at more than twenty different problems and solutions that come up in developing compelling user interfaces on the web. These solutions will include masking inputs to ease the load on the user, creating HTML which is accessible to all audiences, how to work with custom fonts to create effective text for your pages, and much, much more. By the end of the course, you'll have the skills and knowledge to tackle these and many other common HTML and CSS challenges needed to create powerful web pages. |

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| Learning Objectives  [Learn more about this section](https://authors.pluralsight.com/proposing-a-course-overview/learning-objectives/) |
| * **Terminal Objective - Please use the assigned course pattern**   This course goes into practical uses of CSS and HTML to solve certain challenges users will come across. |

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| Course Organization  [Learn more about this section](https://authors.pluralsight.com/proposing-a-course-overview/#course-organization) | | |
| 1 | Course Overview  No action required. Do not edit or remove.  You will need to narrate a very brief informational [course overview](https://authors.pluralsight.com/course-deliverables/course-trailer/) toward the end of course production in preparation for publication. Overviews are used to market courses in front of the paywall and provide an easy way for learners to quickly determine whether a course is right for them. | 60 - 90 seconds |
| 2 | Setting Up Our GitHub Repo for Success  Module Description:  *I’m going to lay out the playbook pattern and describe the boundaries of the course:*   1. *Works on all major current browsers* 2. *No script (though we may talk about script as a more effective way to achieve the result)* 3. *No server-side code (other than plain HTML / CSS)* 4. *Introduce the Github repo*   Demo: N/A  Hands-On Experiences:  Checkpoints:   * N/A | 6 min |
| 3 | Make CSS like proper code with SASS  Module Description:  *We’ll take a look at CSS from the point of view of a developer and note some frustration with how inheritance works. We’ll then look at SASS, Syntactically Awesome Stylesheets, a CSS preprocessor that aims to eliminate those pain points.*  Demo: *We’ll look at the raw CSS, install SASS, and use command line tools to generate the output CSS.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will create a simple CSS variable, issue the SASS command to generate the CSS, and verify the output.* | 12 *min* |
| 4 | Three Ways to Center Elements  Module Description:  *Centering elements is a common frustration for HTML developers - we’ll review three simple approaches you can use to get your content centered and talk about when to use each one.*  Demo:  *We’ll look at centering text and images and demonstrate the three approaches.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will modify the css code to center a div using the margin-auto approach* | 8 *min* |
| **5** | Create a Collapsible List without Script  Module Description:  *A collapsible list or menu is useful for reducing the cognitive load on a user and preserving visual space. We’ll look at a couple of ways to achieve this using absolutely no Javascript.*  Demo:  *We’ll demonstrate two approaches (styling and HTML 5’s details / summary tags) to achieve collapsible elements, and talk about how script might improve the experience.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will create a simple CSS details / summary tag couplet and verify that it works correctly.* | 8 *min* |
| 6 | Make Your HTML Accessible to Everyone  Module Description:  *We’ll look at the web experience from the point of view of someone with impaired vision, and explore a number of ways that we can improve the experience for that audience.*  Demo:  *We’ll look at the role of alt text, a not-to-do list for impediments to accessibility, and demonstrate how to structure your content so that it’s easy for impaired audiences to access.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will restructure a passage of HTML so that it is more accessible.* |  |
| 7 | Five Ways to Make Your Text More Readable  Module Description:  *We’ll look at CSS from a typography point of view, and talk about halation, kerning, and other font geek stuff that css allows us to drive.*  Demo:  *We’ll begin with an ugly block of crowded, yellow-on-black text and evolve it attribute by attribute to something more readable.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will adjust kerning on a paragraph of text.* | 8 *min* |
| 8 | Work with Custom Fonts  Module Description:  *We’ll explore how fonts work in CSS, load a free web font, and talk about the css attributes that make it all work together.*  Demo:  *We’ll look at some markup which uses a standard web font, then take control of the presentation and typography using a custom font driven by CSS.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will attach a custom font to all headers within a body of markup.* | 10 *min* |
| 9 | Filter Your Input with Simple HTML  Module Description:  *HTML 5 allows for sophisticated input masking so that the user receives cues about the expected input, and reduces the need for input validation script. We’ll look at several ways to mask input with simple HTML attributes.*  Demo:  *We’ll demo masking a date, a phone number and look at some of the attributes the developer can use to limit input. We’ll also discuss the limitations of this approach and how it does not change the need to validate server-side.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will modify an input form so that a phone number field is masked, and limit the maxlength on a field.* | 8 *min* |
| 10 | Work Effectively with Semantic HTML  Module Description:  *We’ll look at what semantic HTML is, and why it’s useful. We’ll look at it from the point of view of a human being, and also from a machine, and discuss how to make the shift from meaningless DIVs in your markup.*  Demo:  *We’ll take a typical page with div-oriented markup and transform it to use semantic markup.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will change the markup for an article-based page to use semantic markup.* | 12 *min* |
| 11 | Know What Works in Which Browsers  Module Description:  *We’ll take a brief look at the history and question of browser compatibility, understand the current state of the problem, and look at a handy site dedicated to being a definitive source on the question.*  Demo:  *We’ll look at a browser compatibility issue where identical markup and css produces different results, we’ll look at a solution to that problem, and look at CanIUse.com as a resource for answering these questions.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will take a non-compatible element and refactor it to a more broadly compatible one.* | 8 *min* |
| 12 | Use a UI Framework like Bootstrap  Module Description:  *We’ll look at the role of UI frameworks in working with HTML and CSS, and at Bootstrap in particular. We’ll talk about what Bootstrap accomplishes, and how it accomplishes it.*  Demo:  *We’ll start from scratch with nothing but an HTML page, install Bootstrap and then use a Bootstrap technique to style the page.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will style a button using Bootstrap styles and attributes.* | 12 *min* |
| 13 | Create Compelling Animations Using only CSS  Module Description:  *We’ll look at the css support for animations and create some interesting visual effects with them. We’ll explore the proper role of animations and how we can use them to communicate and not merely be distracting eye candy.*  Demo:  *We’ll demo three CSS standard animations and use a pulse animation to force the user’s attention to an important new message.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will implement a pulse animation to outline an important element on the page.* | 8 *min* |
| 14 | Reduce Your HTTP Requests with CSS Image Sprites  Module Description:  *We’ll talk about the nature of HTTP requests and images on the Internet, and how we can reduce that overhead with spriting. We’ll create a simple multi-image, and then sprite out the elements contained to display them both with a single HTTP request to load them.*  Demo:  *We’ll begin with two separate images (and therefore two requests), look at a combined image, and compose the CSS necessary to sprite the two contained images apart.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will replace a pair of images with a single, sprited image using CSS.* | 8 *min* |
| 15 | Create Powerful Graphics with SVG in HTML  Module Description:  *We’ll explore the SVG tag in HTML. We’ll look at creating some simple graphics primitives, creating a simple curve, and then look at a more effective way to create this content.*  Demo:  *We’ll create several SVG primitives in the markup and style them to be more effective. We’ll look at an example of D3, which generates SVG, and how it can be an effective tool to drive SVG content.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will create three circles of differing radii using SVG.* | 15 *min* |
| 16 | Control Your Capitalization with CSS  Module Description:  *We’ll look at capitalization with CSS. Capitalization can be handled in the markup, but this can be inconsistent, resulting in an inconsistent presentation which is less professional. Far simpler to just take control of the capitalization with a few simple CSS attributes.*  Demo:  *We’ll take some raw HTML content and drive the capitalization three ways.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will explore the three primary text-transform capitalization options.* | 8 *min* |
| 17 | Make Your Links Target Different Media and Devices  Module Description:  *We’ll look at using the protocol in a link to target three different media types: traditional web links, mailto and phone. We’ll talk about how this is accomplished technically, and explore how this fits in a user experience.*  Demo:  *We’ll demonstrate these three different protocol types using a browser and a simulator in the browser tools.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will modify a web link to launch an email handler.* | 8 *min* |
| 18 | Replace These Zombie Tags with Something Better  Module Description:  *We’ll look at some older tags which can still persist in modern markup, talk about why they’re problematic, and what we can replace them with.*  Demo:  *We’ll look at an object and applet tag in markup, look at replacing them, and look at the infamous marquee tag and demonstrate why it’s horrible.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will remove three zombie tags and replace them with effective substitutes.* | 8 *min* |
| 19 | Restrict File Types in Upload Inputs  Module Description:  *We’ll look at the file input and how to restrict the file type of the input, a task which has challenged many developers over the years.*  Demo:  *We’ll start with a wide open file input for upload, restrict the input to a specific set of file types, and review the improved user experience.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will add a file type filter to a file input.* | 6 *min* |
| 20 | Select Multiple Files with Upload Inputs  Module Description:  *We’ll start with a single file input for upload, and modify the input so that it can accept multiple files in a single request, creating a greatly improved user experience.*  Demo:  *We’ll demonstrate the multiple file upload attributes and interface.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will migrate a single file input to a multiple file input type.* | 6 *min* |
| 21 | Create Simple Data Visualization with HTML and CSS Only  Module Description:  *Data visualization is an important part of working on the web. We’ll look at creating some basic data visualization tools like bar and pie charts, using only HTML and CSS, and point the way to a broader and more effective approach.*  Demo:  *We’ll create a bar chart and a pie chart to represent our data, using nothing but HTML and CSS.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will create a pie chart to represent the causes of defects in a software process.* | 10 *min* |
| 22 | Take Control Over Mobile Presentations with Media Targets  Module Description:  *We’ll look at media queries and how they work. We’ll use some browser tools to simulate different device capabilities, and drive our presentation to appear effectively within those different capabilities using media queries, and talk about how this technique fits within the framework of modern HTML development.*  Demo:  *We’ll demonstrate changing how a page appears in a desktop presentation from a mobile phone presentation using media queries in CSS.*  Hands-On Experiences:  Checkpoints:   * *Working from a preset repo, the user will create a media query which targets a given phone resolution to create a more effective user experience.* | 10 *min* |
| 23 | Conclusion  Module Description:  *We’ll thank the learner for their time, talk briefly about where HTML and CSS came from and where it’s headed, and conclude the course.*  Demo:  None  Hands-On Experiences:  Checkpoints:   * None | 5 *min* |