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Web Design in Nvu Workshop Session Plan



Workshop Schedule

“By failing to prepare, you are preparing to fail.”

Event Set Up	30 minutes
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Introduction

Welcome/Pre-day Forms	5 minutes
Introduction	10 minutes

(Slide 1)

(Slides 2 & 3)

Nvu and Web design

HTML	10 minutes
Web design	120 minutes
Nvu	120 minutes

(Slides 4 & 5)

(Slide 6)

(Slides 7 & 8)

CSS

Introduction	10 minutes
Application	60 minutes

(Slides 9 - 11)

Q&A/Post-day Forms	5 minutes
Event Clean Up	30 minutes

(Slide 12)

Total: 5 hours 40 minutes for attendees

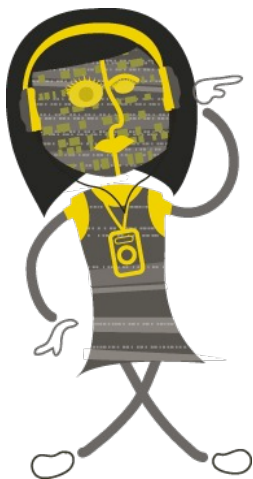
Total: 6 hours 40 minutes for staff

Hardware and Software Requirements

1. Computer per participant
2. Nvu downloaded
3. Internet Connection
4. Workbook and supporting documentation



Attendee Prerequisites



None required.

Learning Outcomes

1. Use Nvu to create a basic website.
2. Learn the basic development and design techniques involved in web development.
3. Use Nvu to create CSS files.



Event Set Up and Clean Up

Event Set Up

1. Prepare any pre and post-day questionnaire forms as required. Remember spare pens / pencils.
2. Ensure tables and chairs are arranged to naturally encourage people to sit in groups; ensure no one is sitting with their back to the podium.
3. Test display equipment (e.g. projector) and ensure that presentation and internet connection are working and ready for use.
4. Make sure Nvu is downloaded onto all computers.



Event Clean Up

1. Ensure all pre-day and post-day questionnaire forms have been collected if required.
2. Clear up litter and refuse. Remember to recycle where facilities exist. Remember to switch off lights, computers, and projectors!



Introduction

Welcome and Pre-day Forms

The first 5 minutes is very much about welcoming and encouraging people to complete any pre-day forms before the workshop begins. Also ensure you read through the pre-day forms with the participants to confirm they have been filled in correctly.

Ensure that you welcome the attendees as they enter the room; this helps to create a positive connection.

Introduction

The introduction gives you time to introduce everyone involved with hosting the workshop.

It is not necessary at this point to give an elaborate history of every person involved; try to keep to simple facts.

The main aim is to have everyone settled, focused, and filling required forms, e.g. pre- and post-day questionnaires.

(Slide 1: Technocamps)

“Good XXX, I’m XXX and I work for an pan-Wales organisation called Technocamps.

Has anybody heard of Technocamps before or been to one of our workshops?

We are a £6 million government funded organisation getting young adults and children aged between 11 and 19 to become excited about Computer Science and what it has to offer, in both their education and future careers.”

(Slide 2: Introduction)

Introduce the topic of web design using the software “Nvu”. If any of the group has used the software before or knows a little bit about web design, encourage them to start a group discussion about web design. What are their thoughts o the importance of web development?

(Slide 3: Pre-day questionnaire)

Ensure participants complete the required pre-day questionnaires, these can be stored safely for the remainder of the workshop to complete the “post-day” section afterwards.

(Slides 4 & 5: HTML)

Are any members of the group already familiar with the term “HTML”, does anyone know what

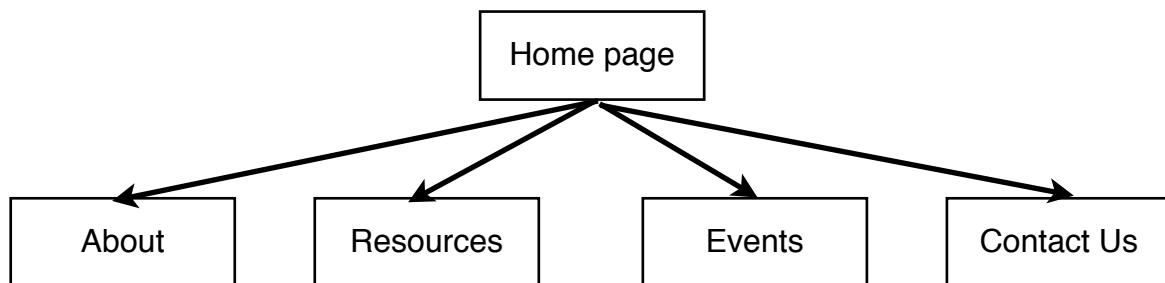
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it stands for? Can any members of the group explain what HTML is? HTML stands for Hypertext Markup Language, it is the most basic of approaches to web development.

(Slide 6: Website Design)

Take a look at examples for website design and the importance of easy application. Pick a theme for the group to develop their websites on. The theme can be related to a specific topic such as “Inspirational Women in Technology” or it could be the overall purpose for a website such as “educating users on how to make a game on Scratch”. Encourage the group to design their websites on paper first, particularly using a “flow chart” that will display a user’s path to take through the website.

A flow chart may look similar to below:



(Slide 7: WYSIWYG)

WYSIWYG is a “What You See Is What You Get” editor, this means the way the pages are displayed when you develop a website on Nvu will be very similar to the way in which it will be displayed as a complete product on a web browser.

(Slide 8: Nvu)

Become familiar with the Nvu interface with the class. It should already be downloaded onto the computers, however it can be easily downloaded to either a Mac, Linux or Windows operating system. The different tabs on the bottom of the editor screen are broken down on the Top Tips document.

Next, you will need the groups to save a new webpage ready to begin development. Click “Save As” and give it a name and find the destination of where you want to save your page. Make sure the file is saved within a directory of the same name. To set up a new site open “Site Manager” and click “Edit Sites”. After choosing a name for the site, enter it into the “Site Name” box. In the “publishing server” area, click on “Select Directory” and browse to the folder where your new website is located, select and press “Ok”. Back in the “Site Manager” column headed “Name”, the new site should now be listed and can be expanded to show its contents.

Ask the group to create a variety of buttons, that will eventually each lead to different pages on the website e.g “Contact Us” or “About”. You can create this on paint or word and save it as an image file.

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Insert a table and specify its size - get the group to use a table as this will ensure that the information put inside will stay in the correct place no matter of browser or window size. The top cell can contain the header and each column can contain a different button that can be added as an image file. At this stage encourage the group to add content to this homepage, becoming more familiar with the interface and changing the layout and colours.

Save the file and you can copy this page as many times as you like, this will provide other pages with the same layout, you can change the names of these by pressing “Save As” several times and renaming each file - ensure these are all in the same folder. Each page can be altered accordingly depending on the images and content you desire.

Several other elements can be added to your page as below:

- **Button image change when on selected page** - create new images with new names and change the image to the new button. This will indicate which page you are on.
- **Contact Us page message box** - draw a box and format it as required, then input the message box with names, email addresses etc. You could also add a “sent” page.
- **Embedding a game** - after developing your own scratch game you can embed the HTML within your own website.
- **Horizontal lines** - go to “Insert” and select “Horizontal Line”.
- **Hyperlinks** - press the “Link” button” at the top of the page and set the URL.
- **Email links** - a browser will automatically open their default email program, highlight the address, click “Link” and “Link Properties” and key in your email address in the “Link Location” field.
- **Embedding YouTube videos** - see “Embedding a game”.

(Slides 9 - 11: CSS)

CSS stands for Cascading Style Sheets, discuss with the group what they think CSS is and describe how helpful it is with the development of several webpages.

Follow the link:

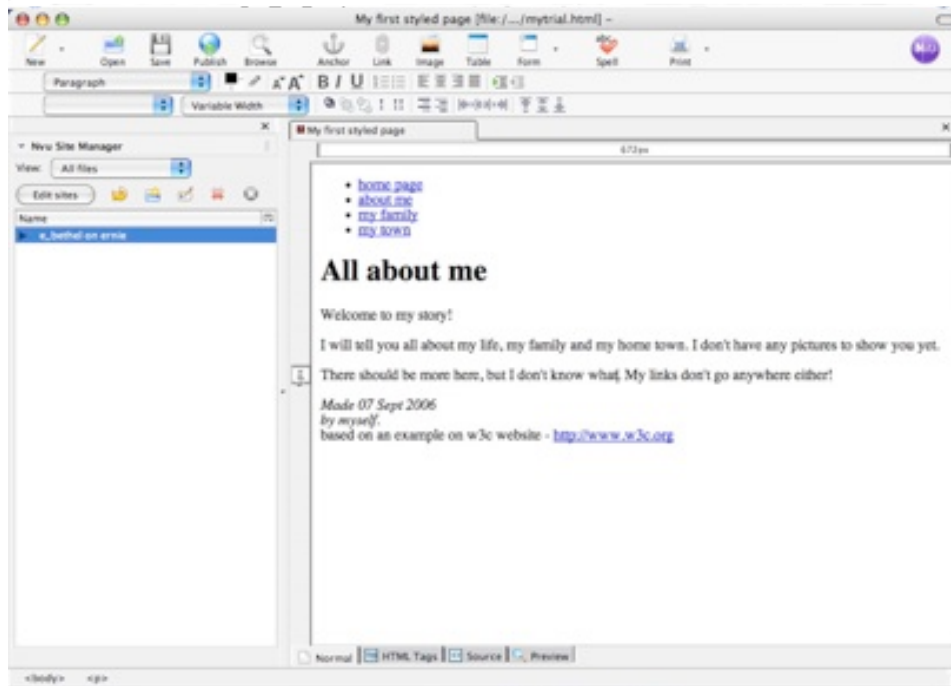
www.w3schools.com/css/tryit.asp?filename=trycss_default

The above link will take you to the W3Schools website where you can practice editing CSS

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code in a sandbox environment and directly effect the output window on the right hand side that will display what the webpage would look like. To begin, you can encourage the class to edit code that effects text, such as font, font size and colour. You could also try adding lists.

Ask the class to create a new html page in Nvu, in a new folder and open it as a site. Inside the page ask the group to re-create the website displayed below.



Several other elements can be added and edited to your CSS page as below:

- **Lists**
- **The Body** - you can set a specific style for the body
- **The Header** - you can set a specific style for the header
- **Hovering** - changing items as the mouse hovers over them.
- **Navigation bar** - items can be consistent across a website.
- **Link to external style sheets** - saved in a specific location.

Q&A Session & Closure

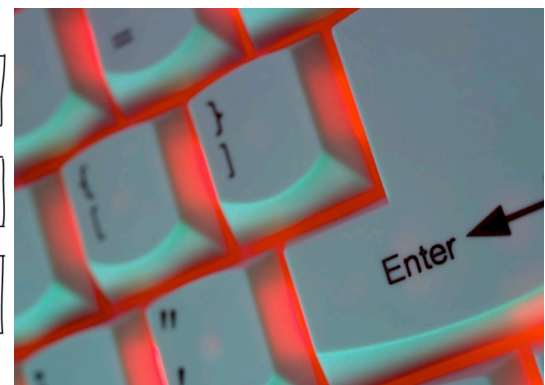
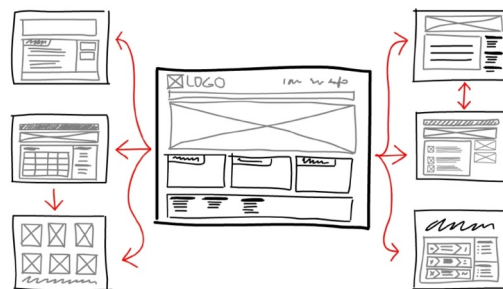
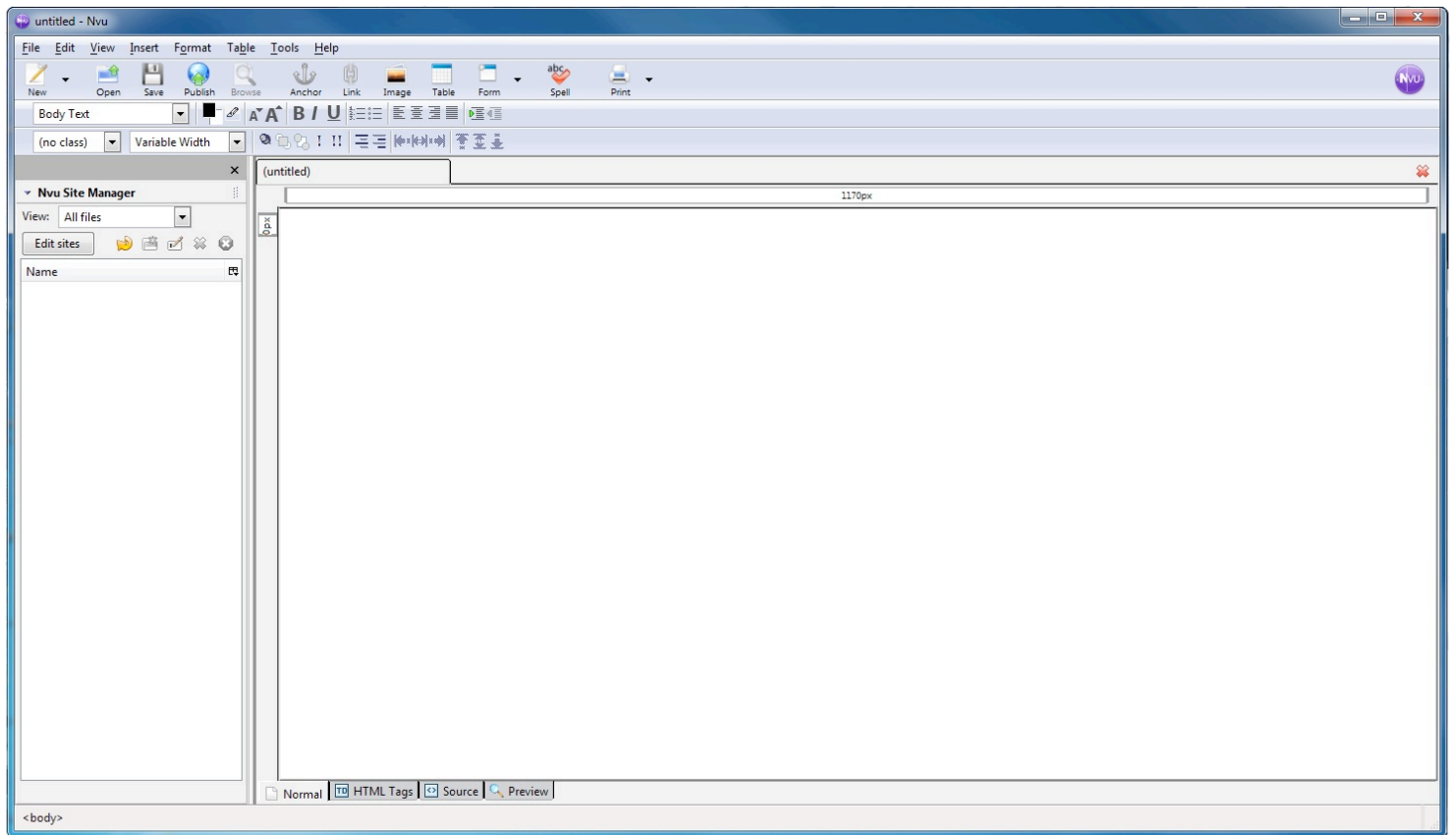
(Take several questions from the attendees)

(If no questions are asked by attendees, begin summarising topics covered)

Once an appropriate number of questions has been taken, you can then begin to close the workshop. Be sure to have any post-day questionnaire forms filled in by attendees as required. Some audiences may require more prompting to fill in such forms.

Closure and Post-day Forms

The last 5 minutes of closure must be used to, if required, ensure that post-day questionnaires are filled in by the attendees and talk them through the information they have filled in. Ensure that you collect all of the post-day form in before attendees depart, and be sure to thank each person for taking the time to fill in the forms.



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