

# Technology Skills Curriculum

## Lesson 5: Web Development - Creating Webpages



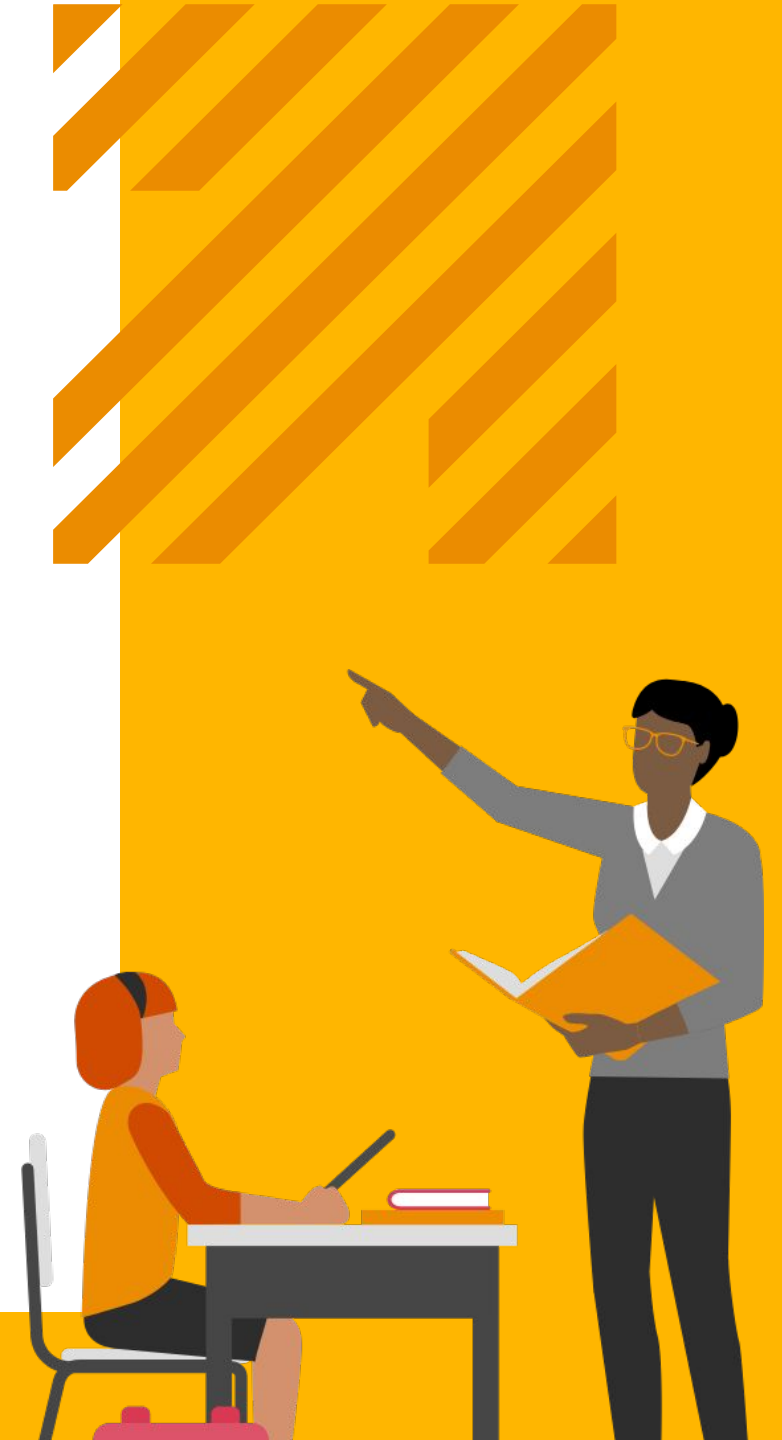
# Agenda

## Let's get started

1. Getting started: The last website you visited
2. Main activity: hands on with writing HTML and some CSS, the building blocks of web development
3. Wrap up: David Karp 'How to start coding now' video and careers reflection

### Key vocabulary

- CSS - Cascading Style Sheets; a language used to describe how HTML elements should be styled
- HTML - Hypertext Markup Language; a language used to create web pages.



# 01

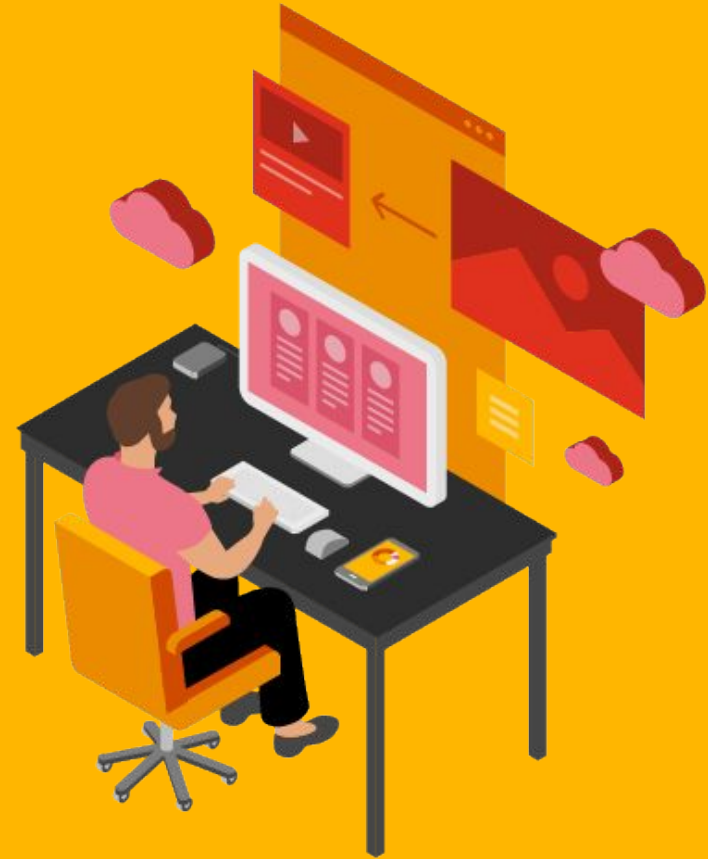
Getting Started:

The last website  
you visited

# What was the last website you visited? Why did you go to that website?

## Think about:

- Why you went to the website?
- What information were you looking for?
- Did the website provide the information you wanted?
- Stretch task: how might you improve the website?



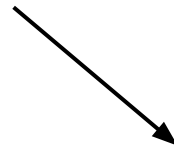
# 02

Hands on with writing HTML and some CSS, the building blocks of web development

# Access the Creating Webpages session

1. If you haven't set up an account, follow this link to set up an account and access the online lesson: [www.code.org/pwc](http://www.code.org/pwc)
2. Once you have signed in, navigate to [www.code.org/pwc](http://www.code.org/pwc) and select Lesson #5 - Creating Webpages

Once you have logged in click here



Next choose one from the lists below:

## PwC's Access Your Potential curriculum

At PwC, we believe that all students have the potential to be tomorrow's leaders and tech-driven workforce. Access Your Potential is our commitment to help close the opportunity gap by equipping young people, especially those from disadvantaged communities, with the financial, technology and career-selection skills they need to change the trajectory of their lives. As part of our commitment, we're excited to launch our Access Your Potential middle school technology and careers curriculum.

<a href="#">Try Now</a>	<a href="#">Get Help</a>
Lesson Name	Progress
1. Personal Innovations	1 2
2. What is a Computer?	1 2
3. Problem Solving with Big Data	1 2 3
4. Programming - Hour of Code	1
5. Creating Webpages	1
6. User Interfaces	1

## App Development - User Interfaces

In this lesson, students look an important phase of app design - prototyping a product that attempts to address user needs. In teams, students examine a paper prototype for a chat app called "Txt Ur Grndkdz". Through using this paper prototype, students get a chance to see how a simple paper prototype can be used to quickly test ideas and assumptions before we ever get to the computer. After "using" the provided prototype students begin to identify ways to improve the next iteration.

- [User Testing \(Computer\)](#) - Activity Guide (copy as [MS Word](#), [Google Doc](#))
- [User Testing \(User\)](#) - Activity Guide (copy as [MS Word](#), [Google Doc](#))



# 03

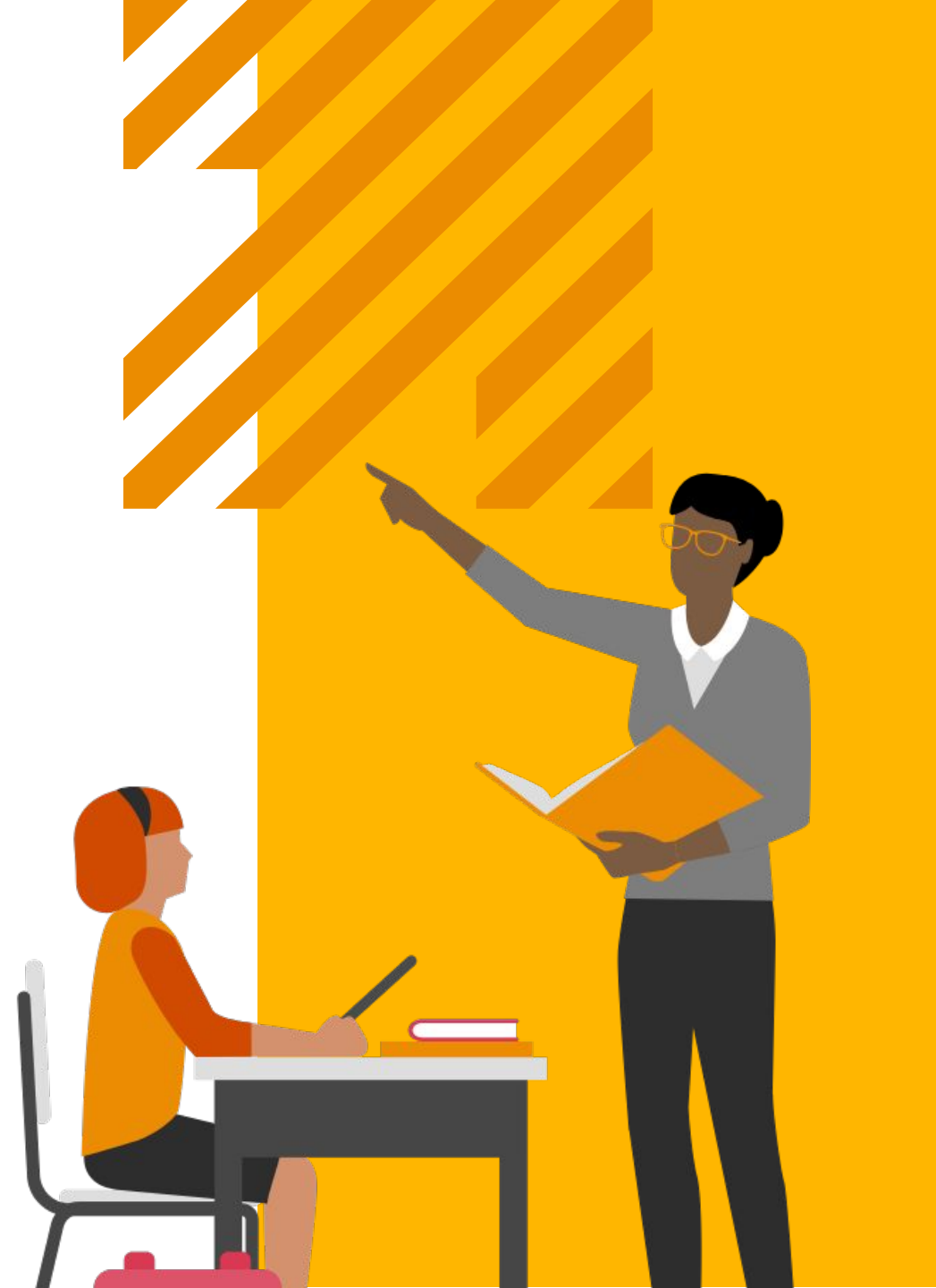
David Karp 'How to start coding now' video and careers reflection

# Wrap up and Reflection

**Task: Watch 'David Karp - How to start coding'**

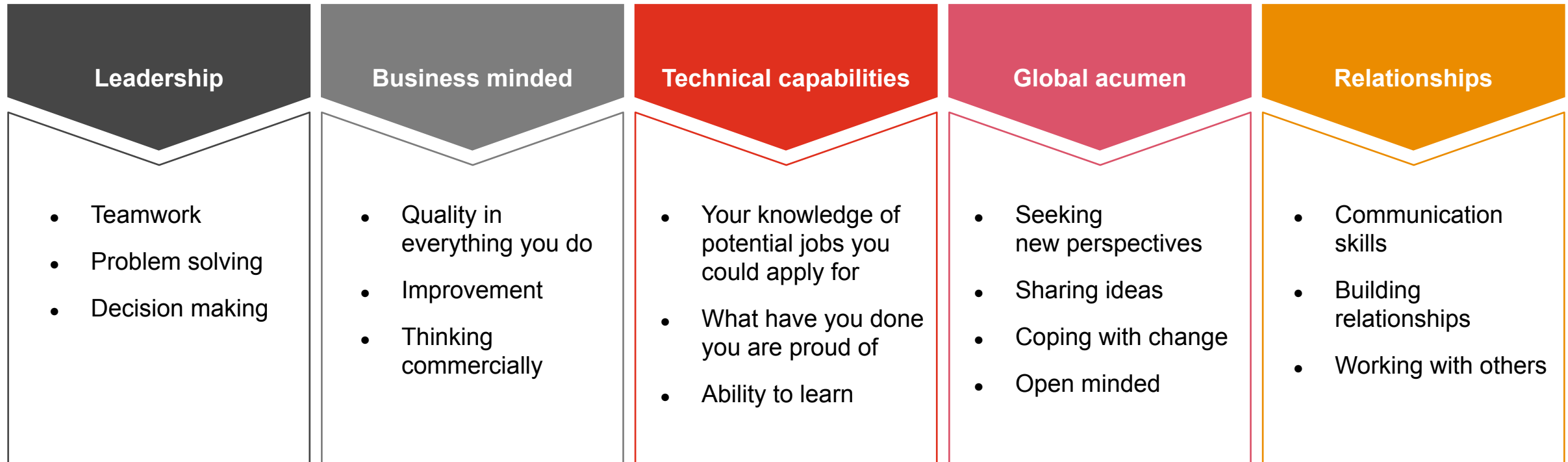
## Reflection questions:

- What jobs are you interested in?
- What are your favorite tech gadgets or apps, and how do you think they are built?





# What employability skills have you developed in this session?



# Thank you

[pwc.co.uk](https://www.pwc.co.uk)

Confidential. This document is provided for the purposes of your discussions with PricewaterhouseCoopers LLP. This document, and extracts from it and the ideas contained within it, may not be used for any other purpose and may not be disclosed to any third parties. This document does not constitute a proposal or contract of engagement with PricewaterhouseCoopers LLP, and is subject to the terms of any subsequent engagement contract that may be entered into between us.

© 2023 PricewaterhouseCoopers LLP. All rights reserved. 'PwC' refers to the UK member firm, and may sometimes refer to the PwC network. Each member firm is a separate legal entity. Please see [www.pwc.com/structure](https://www.pwc.com/structure) for further details.