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Explain HTML through the work people already do

By Gyata Tabiri · Revised November 2, 2026

A colleague does not need to become a developer to ask a useful question about a heading, link, or content update. I would start with the decision they are already trying to make.

Use a familiar piece of work

Take a heading from a page the person knows. Explain what it introduces and how it relates to the next heading. That makes the distinction between structure and font size visible in material they already understand, without beginning with an inventory of elements.

Teach one distinction that changes an action

A link takes someone somewhere; a button performs an action. A label needs to remain understandable after the placeholder disappears. These small distinctions can improve a brief or review. The point is to make the next decision easier, not to demonstrate how much terminology the explanation can contain.

Let the learner change the example

In a safe copy, replace the heading, change a destination, or remove optional content. What still makes sense? What requires another explanation? A small exercise gives both people feedback on whether the explanation was useful. There is no need to turn every question into a comprehensive lesson.

Keep responsibility with the agreement

Knowing how to edit a paragraph does not make someone responsible for deployment, accessibility checks, or production approval. I would make the safe boundary clear and leave a route for questions. Confidence should grow with understanding, without quietly transferring work the person did not agree to own.

The best explanation gives the other person more room to participate. It leaves them able to reason about a familiar piece of work, rather than dependent on remembering an instruction word for word.

Read alongside: A small distinction with a practical consequence · Clear boundaries in shared work.

Reference: HTML learning reference.