TRADITIONAL HTML LAYOUTS

For a long time, web page authors used <div> elements to group together related elements on the page (such as the elements that form a header, an article, footer or sidebar). Authors used class or id attributes to indicate the role of the <div> element in the structure of the page.

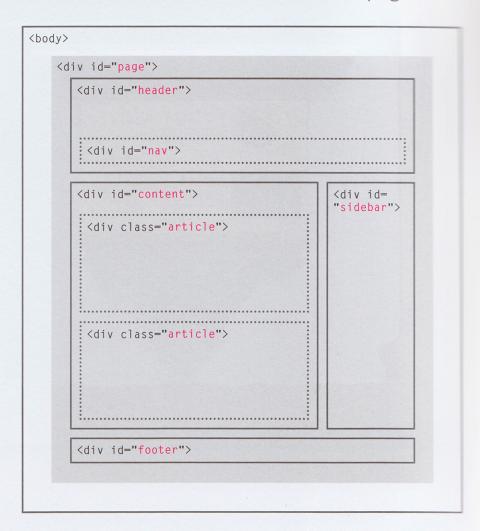
On the right you can see a layout that is quite common (particularly on blog sites).

At the top of the page is the header, containing a logo and the primary navigation.

Under this are one or more articles or posts. Sometimes these are summaries that link to individual posts.

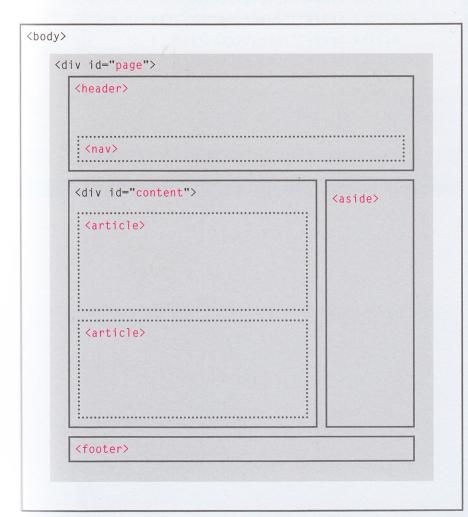
There is a side bar on the righthand side (perhaps featuring a search option, links to other recent articles, other sections of the site, or even ads).

When coding a site like this, developers would usually put these main sections of the page inside <div> elements and use the class or id attributes to indicate the purpose of that part of the page.



NEW HTML5 LAYOUT ELEMENTS

HTML5 introduces a new set of elements that allow you to divide up the parts of a page. The names of these elements indicate the kind of content you will find in them. They are still subject to change, but that has not stopped many web page authors from using them already.



This example has exactly the same structure as seen on the previous page. However, many of the <div> elements have been replaced by new HTML5 layout elements.

For example, the header sits inside a new <header> element, the navigation in a <nav> element, and the articles are in individual <article> elements.

The point of creating these new elements is so that web page authors can use them to help describe the structure of the page. For example, screen reader software might allow users to ignore headers and footers and get straight to the content. Similarly, search engines might place more weight on the content in an <article> element than that in the <header> or <footer> elements. I think you will agree that it also makes the code easier to follow.