

Arbetsprov 2026 Yrgo webbutvecklare

The steps of your application

- Apply to the program “webbutvecklare” at yrgo.se. Your application should include your grades (look for “bilagor”) as soon as possible, but at the latest 15th of april 2026.
- Your assignment (arbetsprov) should be uploaded to this [google form](#) at the latest 15th of april 2026. See details below in this document.
- After we have received and reviewed your application and your assignment, you will receive an email containing a link where you can schedule a shorter online meeting, in which we will discuss your assignment.

Assignment

This assignment is part of the application process for the YRGO program webbutvecklare.

You are not expected to have any prior knowledge of programming or web development (HTML, CSS, JavaScript).

The purpose of this assignment is to understand:

- How you approach learning something new
- How you deal with confusion and challenges
- How you follow instructions and requirements
- How you reflect on your own learning process

There is no “perfect” solution.
Struggling is expected.

Time expectation

You should expect to spend approximately 6–8 hours in total on this assignment.
You may split the work over several days.

Use of help and AI tools

You are allowed to use:

- Online tutorials
- Videos
- Documentation
- AI tools (such as Copilot, Claude, Gemini, ChatGPT)
- Forums or other learning resources

If you use help or AI tools, you must describe how you used them in your reflection. Using help is not a disadvantage. Being unable to explain how you used it is.

Theme for the assignment

“What I learned this week”

Your task is to create a small web page that presents something you learned while working on this assignment.

This could be:

- Something about HTML or CSS
- Something about how the web works
- Something about learning, problem-solving, or yourself as a learner

The focus is not on teaching others perfectly, but on showing:

- What you did not understand at first
- What changed in your understanding
- What you understand better now

Part 1 – Learn the basics

Use any beginner-friendly resources to learn the basics of:

- HTML (structure of a web page)
- CSS (basic styling)
- JavaScript is optional and not required.

You may choose your own learning resources.

Part 2 – Create a simple web page

Create a simple web page using HTML and CSS that presents what you learned while doing this assignment.

Your page should:

- Be written in HTML
- Include some basic CSS styling
- Open and work locally in a web browser

Your page should clearly communicate:

- What you learned
- At least one thing you misunderstood at first
- How your understanding changed

There are no design requirements and no minimum feature list. Simple is perfectly fine.

Optional (bonus, not required)

If you feel comfortable, you may:

- Add a small interactive feature
- Try a little JavaScript
- Experiment beyond the basics

This is optional and will not disadvantage you if you skip it.

Part 3 – Written reflection (mandatory)

Write a reflection of 300–600 words where you describe your experience working on this assignment.

Your reflection must answer the questions below:

- What did you find most difficult while working on this assignment, and why?
- Describe at least one thing you misunderstood at first, and how that changed.
- How did you deal with something you did not understand?
- What are you most satisfied with in what you created?
- What would you like to learn next if you continued?
- What help or resources did you use (including AI, if applicable), and how?

Honesty is important.

Uncertainty and confusion are normal.

Part 4 – Submission format (important)

To complete this assignment, you must follow the instructions below carefully.

Reflection file format

Your written reflection must be submitted as one single PDF file.

The file must be named using the following format (replace with your values):

firstname_lastname_YYYYMMDDXXXX.pdf

Structure of the reflection document

Your PDF must contain the following sections, in this exact order, with clear headings:

- A. Difficulties
- B. What I Misunderstood at First
- C. How I Learned
- D. What I Built
- E. What I Want to Learn Next
- F. Tools and Help Used

Additional requirements:

- Section D. What I Built must be one paragraph, maximum 150 words
- Section F. Tools and Help Used must be written as a bullet list

Failure to follow these instructions will affect your score.

What to submit

Please upload the following to WEB ADDRESS HERE:

- A file called **website.zip** including your web files (.html, .css, and any other files you used), or a link to an online folder or repository containing them
- Your reflection PDF file, following all instructions above
- Email

Make sure everything can be opened and accessed.

How this assignment is assessed

We do not assess:

- Visual perfection
- Advanced technical solutions
- Prior experience with web development

We do assess:

- Effort and completion
- Ability to learn and reflect
- Problem-solving approach
- Following instructions and requirements
- Curiosity and initiative

This assignment is worth 30 points.

The remaining 30 points come from a short oral conversation based on this submission.

Final note

Feeling confused or unsure during this assignment is normal.

Learning web development means repeatedly not understanding something at first. Read the instructions carefully, do your best, and show us how you think and learn.

Good luck — we look forward to talking with you.