


# The 7-Day Plan for Your First Online Project

One practical step a day, from a blank page to a published site you own. No jargon, no hype, no promises about money.

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**How to use this guide.** Do one day at a time, in order. Each day takes roughly 30 to 60 minutes. If you miss a day, pick up where you left off rather than starting again.

**An honest note before you start:** this plan gets you set up properly. It doesn't make money by itself, and nothing here promises income. Building something that earns takes months of consistent work, and many people who start never earn anything. What it does give you is a real start instead of another week of research.

DAY 1

# Decide what you're actually building

Before tools, before a domain name, you need one sentence: who you help and what with.

- Write down three things you know a bit about, or enjoy enough to write about for months.
- For each, finish this sentence: "I help ___ with ___." For example, "I help new allotment growers pick the right tools."
- Search each topic on Amazon, Etsy or Google. If people are already selling things there, that's a good sign, not a bad one.
- Pick the one you'd still be happy to work on in six months. You can change it later; you can't start without it.

> **Why this matters:** Competition means there's a market. A topic with no competition usually has no buyers either.

DAY 2

# Check that people are searching for it

A topic only works if people are looking for answers you can write.

- Type your topic into Google and read the autocomplete suggestions. Those are real searches.
- Scroll to "People also ask" and the related searches at the bottom. Write down 10 questions.
- Cross out any you couldn't answer in 800 words. Keep the rest: that's your first content list.
- If you can't find 10 real questions, your topic is too narrow or too vague. Adjust it today, not in week three.

> **Why this matters:** Ten questions is a month of content. You don't need a keyword tool to get started.

DAY 3

## Get your home online

You need one place you own. Social accounts can vanish; a site you control can't.

- Choose a simple, readable name. Your topic plus a word is fine. Avoid hyphens and odd spellings.
- Set up a site. If you're using a platform that includes hosting, use it; otherwise buy a domain and basic hosting.
- Publish an About page and a Contact page. They take 20 minutes and every visitor and reviewer looks for them.
- Don't spend today choosing colours. Nobody has ever failed because of a font.

> **Why this matters:** Perfectionism on design is the most common way people lose their first month.

DAY 4

## Write one genuinely useful article

Answer one of your ten questions properly, as if a friend had asked.

- Pick the question you know best. Write the answer plainly, in the order someone would need it.
- Aim for 800 to 1,200 words. Use short paragraphs and clear subheadings.
- Add one image you made yourself. An AI image tool is fine for this.
- Publish it. An imperfect published article beats a perfect draft every time.

> **Why this matters:** You're not writing for search engines yet. You're proving to yourself that you can finish something.

DAY 5

## Learn how people actually earn from this

There are only a few honest ways, and they all rest on having an audience first.

- **Affiliate commissions:** recommend products you've used and earn a share when someone buys.
- **Your own digital products:** guides, templates or printables you make once and sell repeatedly.
- **Services:** doing the work for other people, which is usually the fastest to a first payment.
- **Ads:** possible, but it needs serious traffic before it's worth anything.
- Pick the one that fits your topic and note it down. You don't have to act on it this week.

> **Why this matters:** None of these work without visitors. That's why content comes before monetization.

DAY 6

## Set up the boring, important bits

An hour now saves a lot of trouble later.

- Add a privacy policy and, if you'll ever recommend products, an affiliate disclosure.
- Start an email list, even with zero subscribers. It's the only audience you own.
- Connect a free analytics tool so you know what people actually read.
- Set up a simple way to be contacted, such as an email address on your own domain.

> **Why this matters:** Disclosures are legally required in most countries once you earn from a link.

DAY 7

# Plan the next 90 days, then stop planning

Week one is setup. What follows is repetition, which is where results come from.

- Commit to a publishing rhythm you can actually keep. One article a week beats five then nothing.
- Schedule the time in your calendar, as you would any other appointment.
- Work through the remaining nine questions from Day 2, one at a time.
- Check your progress at 90 days, not at 7. Nothing meaningful shows up in a week.

> **Why this matters:** Most people quit in week two. Deciding your rhythm now is how you avoid that.

## Where to do all of this in one place

Days 3 to 6 need a website, hosting, some way to create content, and someone to ask when you get stuck. Wealthy Affiliate puts those in one platform with an AI assistant, beginner training and a community, and the free account needs no credit card.

**Create a free account and start Day 3 →**

Affiliate link: if you later upgrade to a paid plan, we may earn a commission at no extra cost to you. It costs you the same either way, and the free account costs nothing. Digital Affiliate Academy is independent and not endorsed by Wealthy Affiliate. No earnings are promised; results depend on your own effort.

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