

Advance Web Design I

Week Outline

November 2 - 6, 2015

Objectives: (Intro. Javascript)

1. Students will learn the basics of beginner Javascript: history, data types, variables, arrays, objects, conditionals & loops through a classroom presentation, online videos and codecademy.com
2. Students will be able to apply their new knowledge of Javascript to create a hangman game which runs in an Internet browser.
3. Students will implement Javascript into their final project to create more dynamic Websites.

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1. Adv. Photoshop
 - Comment Activity
2. Introduction to Javascript
 - Pre-Assessment
 - Presentation: data types, variables, arrays, objects, conditionals & loops
 - Hangman Activity
 - JQuery & DOM chapters
 - Presentation of Definitions
 - Codecademy Assignment

* Homework #1: Javascript activities to be announced

* Wiki Entry Break!