Advance Web Design I

Week Outline
November 16 - 20, 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.

Tweet of the Week @LoriCullen19

- Behance/Photoshop Portfolio, Comment Activity

1. Introduction to Javascript
      - Presentation: data types, variables, arrays, objects, conditionals & loops, *review with Mrs. Cullen*
      - Hangman Activity
      - JQuery & DOM chapters
      - Presentation of Definitions

   * Homework #1: Presentation of Definitions

   * Wiki Entry #5, due November 25th