

Advance Web Design I

Week Outline

December 1 - 4, 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.

Objectives: (Adv. Dreamweaver)

4. Students will work in a group to successfully create/complete a Website displaying adv. feature of Adobe Dreamweaver.
5. Students will be able to create a .html/.css resource which can be used in the future as an educational tool.
6. Students will be able to carry over planning stages of a group Website into the building and developing phase.
7. Students will be able to develop project management skills which include organization, communication, time management and structure.

[Tweet of the Week @LoriCullen19](#)

1. HTML5 & CSS3/Dreamweaver
 - What Do You Remember?
 - Hadi Inspiration
 - Page Layout using HTML5 & CSS3
 - Responsive Nav
 - Bootstrap
 - One Page Stick
 - Hover Effects
 - Bringing it into Dreamweaver

To Come, Recreating mrscullen.com & Review and Know Unit Project

* Homework #1: None at this time

* Wiki Entry #6, due December 11th