Advance Web Design II

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.

Tweet of the Week @LoriCullen19

1. Review and Know (Dreamweaver)
   - Publishing

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

* Domain #3, Review: November 2nd
* Domain #4, Due: November 2nd
* Domains 1 - 3, Vocabulary Exam: November 6th

* Classroom in a Book, Ch. 3 Due: November 6th