

Advance Web Design II

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

1. 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: Presentation of Definitions

Domains #1-3 Voc. Exam on Monday November 16th

Domain #4, due Monday November 16th

Domain #5, due Tuesday December 1 (the 30th we have no school)

Ch. #4, Not due

Ch. #5, due November 20th

CDS Exam Review, on Thursday November 19th (review chapters 1-5)