Advance Web Design II

Week Outline
November 23 - 25, 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 be able to create a .html/.css resource which can be used in the future as an educational tool.
5. Students will be able to carry over planning stages of a group Website into the building and developing phase.
6. Students will be able to develop project management skills which include organization, communication, time management and structure.

Tweet of the Week @LoriCullen19

1. Introduction to Javascript
   - Unit Exam

1. HTML5 & CSS3/Dreamweaver *(depending on enrollment in Adv. Web 1)*
   - What Do You Remember?
   - Hadi Inspiration
   - Page Layout using HTML5 & CSS3
   - Responsive Nav
   - Bootstrap
   - One Page Stick
   - Hover Effects
   - Bringing it into Dreamweaver

* Homework #1: Enjoy the Holiday Break!

ACA PREP WORK:

Domain #5, due Tuesday December 1 (the 30th we have no school)
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Ch. #6, due December 2nd/3rd
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CDS Exam Review, on Friday December 4th (