

# Javascript

## Unit Outline

### Unit Goals

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](http://codecademy.com)
2. Students will be able to apply their 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.

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### Unit Outline

#### Basics of Javascript

- Codecademy Assignment  
<http://mrscullen.com/images/javascriptcodecademyassignment.pdf>
- Javascript Presentation with Challenges  
<http://mrscullen.com/images/javascriptpresentation.pdf>
- Javascript Definitions Activity  
Directions for Activity: <http://mrscullen.com/images/javascriptdefinitions homework.pdf>  
Resource for Definitions: [http://mrscullen.com/images/javascript\\_glossary.pdf](http://mrscullen.com/images/javascript_glossary.pdf)
- Hangman Activity  
<http://mrscullen.com/images/javascripthangman.pdf>

#### Connecting Javascript to Web Design

- DOM and jQuery, Complete Activities in Chapter  
<http://mrscullen.com/images/javascriptdomjquerychapter.pdf>

#### Unit Wrap Up

- Unit Exam to be Linked

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## Unit Grading

Grade #1: Comes from the rubric below

Grade #2: Comes from the unit exam which will be given at the end of the unit

\* You must receive a 75 or above on both grades in order to receive credit.

Elements	Possible Points	Points	Comments
Codecadmey	20		
Presentation with Challenges	20		
Definitions Activity	20		
Hangman	20		
DOM & jQuery	20		
Total	100		