

Codecademy

Schedule & Expectations

Background

Codecademy is a great resource for beginning web developers. They have lessons in HTML, CSS, JavaScript, Ruby, PHP and Python, with more being added all the time. Millions of kids and adults have learned to program with Codecademy.

Units

The two units we'll be concerned with are:

- HTML & CSS <http://www.codecademy.com/en/tracks/web>
- Make a Website <http://www.codecademy.com/skills/make-a-website>

Students should feel free to take any other units of the Codecademy curriculum as they want. While no extra credit will be given, the greater technical proficiency can be demonstrated in the grasp of basic principles and the use of advanced techniques, both allowing better representation of their designs in the browser.

Schedule

<i>Date</i>		<i>Through Lesson</i>	<i>In Unit</i>
20 October	Monday	Introduction to CSS (Group)	HTML & CSS
22 October	Wednesday	CSS Element Positioning (Group)	HTML & CSS
27 October	Monday	Style Your Elements	Make a Website
29 October	Wednesday	Kickstart Your Webpage	Make a Website

All lessons are due 9AM on the day listed, unless otherwise noted on the class website. While this looks like a lot of work in not-a-lot of time, but the estimates listed on each unit will only put about four hours of work between classes, perhaps more in the first sprint.

Evaluation

Students' progress is monitored as part of Codecademy's teaching tools. While the specific exercise responses are not visible to anyone else, the state of each lesson is reported to the instructor. Points are awarded for segments of work completed on-time. No credit is awarded for late completion.

Unless the account in which exercises are completed is managed personally, there is no need to check in on the listed due dates. If a personal account *is* used, arrangements will need to be made for dates on which work is due.