WEEK	ACTIVITY	OBJECTIVE
1.	UNIX and Terminal fundamentals	1) Student should be able to create file and
	Command line interface	folders in terminal
	GIT and GitHub	2) Delete, copy, move files and folders
	❖ Ubuntu WSL	3) Create account with github and push to
		remote repository
		4) Push, pull, commit, add, stage files
		5) Clone a file
2.	❖ Introduction to HTML	6) Student should be able to insert images,
	❖ Install VSC	headings and paragraph to a web page
	Create a .html file	7) Student should know the use of aside and
	Emmet commands in html	section in search engine accessibility
	Understanding tags and elements	8) Link the different pages in a web page
	Title, anchor, heading, paragraph,	
	image, section, aside, div, footer,	
	headertags in html	
3.	❖ The meta tag	9) The student should know the role of
	Attributes	meta in giving the web page accessibility
	❖ Tables	10) Should create a table and a form in a web
	Forms	page
4.	List tags: ul, ol, li, dt	11) The student should know how to create
	Miscellaneous tags: summary, details,	summary paragraphs
	figure, figcaption	12) The need of figure in image tag
	Introduction to css	13) Understand the different listing formats
	Linking your styles to your web pages	and when to use each
5.	❖ Styling elements	14) The student should style an html
	Styling class and ids	element, classes and ids
	Specificity in styles	15) The student should understand specificit
	Fonts	in styles and their hierarchy
	Colors	16) Using Google fonts
	Backgrounds	17) Use of RGB, HSL, hexa value in colors
6.	Positioning: fixed, absolute, relative,	18) The student should be able to move

	static	elements with a page
	Margins and padding	19) Understand box-sizing borders
	❖ Borders	20) Work with flex and grids
	Flex and grid systems	
7.	❖ Bootstrap	21) The student should know how to create a
	Understanding bootstrap 4.0	bootstrap template
	❖ Using CDN	22) Use bootstrap as CDN to create carousel
		23) Use bootstrap in styling forms
		Milestone: the student can create a five page
		web application and complete the challenges in
		FREECODECAMP RWD
8.	Introduction to JavaScript	24) The student should declare a binding
	Variables, arrays, objects	25) Create an array
		26) Working with an object
		27) Modify contents of arrays and objects
9.	Functions	28) The student can create a function and call
	Define and call a function	it
	Condition statements	29) Work on conditional statements and
	Loops	loops
	❖ Switches	
10.	❖ Object destructuring	30) The student can destructure an object
	Try, catch errors	31) Catch different types of error
	Closures and iterators	32) Work with closures and iterators
	debugging	33)
11.	❖ REGEX	34) The student can work on any regex
		expression
		35) Use regex to crack a password
		36) Use regex on a form
12.	❖ Project	Milestone: the student can complete the
		FREECODECAMP JavaScript and Data Structure
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		Projects