WDI1	Web Development Basics	35 Hours	18 Lecture Hours 8 Workshop Hours 9 Project Hours

COURSE TITLE: Web Development Basics

PREREQUISITE: n/a

INSTRUCTOR: Jon Wexler

COURSE SCHEDULE: Classes are scheduled between 10:00 AM and 6:00 PM, weekdays

COURSE LENGTH: 18 Lecture Hours / 8 Workshop Hours / 9 Project Hours

COURSE OVERVIEW: Acquiring a solid foundation in all basic processes of web development. Students learn the primary languages of the web. as well as tools for building websites and launching them. Additionally, students will learn procedures for collaborating and working in a team.

COURSE OBJECTIVES: Upon successful completion of this course, the student will be able to:
1. Program a basic website with HTML
2. Program a simple stylesheet with CSS
3. Navigate between 2 folders, delete 2 files, and create 2 directories in the terminal
4. Create web pages exemplifying at least 2 different types of CSS layouts
5. Use Git version control software to make commits
6. Create navigation menus and buttons with HTML5 and CSS
7. Upload a website to a server with FTP
8. Build a personal website with at least 3 pages
9. Create a Github repository and push code remotely
10. Work with a collaborator on a project with Github
11. Create branches with Github and merge code with no conflicts

MEDIA, TEXT & RESOURCE REQUIREMENTS:

Duckett, Jon. *HTML & CSS: Design and Build Websites*. Indianapolis, IN: Wiley, 2011. Print.

Smith, Charles. *Stylin' with CSS: A Designer's Guide*. 3rd ed. Berkeley, Calif.: New Riders, 2013. Print.

West, Matt. *HTML5 Foundations*. Chichester, West Sussex, U.K. John Wiley & Sons, 2013. Print.

INSTRUCTIONAL STRATEGIES:
This course combines lecture instruction with exercises and workshopping. Instructor strategies include lecture, demonstration, discussion, and practical application.

COURSE OUTLINE*
1. Welcome to Class; What to Learn Before You Learn to Program; HTML and CSS Basics
2. Terminal, Command Line, Git; CSS Layouts
3. Vim; HTML5 Tags; File Transfer Protocol
4. Github; Collaborative Software Development and Merge Conflicts
5. Git and Github Branching

* Session Course Outline may change as needed, and shall be determined by the instructor. Content shall not change, and if so, students shall be given prior notice. However, depending on the term, the course breakout in sessions per week may vary, but all contact hours shall be met within the term, and within the class schedule parameters.

GRADING REQUIREMENTS:
The grading system generally works as follows:

100%: The code is indented correctly. There are 0 syntax errors when the code is run. The code is DRY, encapsulated if that makes it clearer to read. The output of the code is beautiful, whether it is outputting a web page or a representation of data. Variables are named in a clear way that removes the need for comments. The code conforms to the assignment criteria.
99%-75%: The code is indented correctly. There are a maximum of 2 syntax errors when the code is run. The code conforms to the assignment criteria, but may be missing 1 or 2 items.
74%-50%: The code is indented correctly. There are a maximum of 4 syntax errors when the code is run. Some pseudocode may be used. The code may be missing a few of the assignment guidelines.
49%-25%: The code may have some indentation off or completely missing. There are multiple syntax errors in the code.
24%-1%: The code is missing a significant number of the assignment guidelines.
0%: Not submitted

Students are required to re-submit any assignment scored below an 80% for a higher grade. Students will have three (3) days from the release date of their initial grade to resubmit for a higher grade.

In order to graduate from the program, students must receive an 80% on each and every assignment, workshop and project assigned. Students must also submit a group project and a final project.

ATTENDANCE REQUIREMENTS:
The attendance roster is accessible online to the teacher as well as The New York Code + Design Academy's Chief Academic Officer at all times. In the event that a substitute teacher is used, the Chief

Academic Officer will take attendance for the course and/or train the substitute on how to properly take attendance using Canvas.

Attendance will be taken in the following manner:
1. Approximately ten minutes after class begins

An 85% attendance is required to pass the course (minimum). which amounts to no more than 5 absences. Each time a student misses class, the results will be recorded. If absent two times, that student will be contacted by email and/or phone.

If absent five times, the student should be considered dropped and informed that s/he will be removed from the program, or that a leave of absence is available. The student will be informed in writing that the course must be repeated and the student may be subject to pay additional tuition for the repeat. The student may not be able to repeat the course due to absences, pending the school's decision.

MAKE-UP WORK:
Students have the opportunity to make up the class hours that they miss. If a student is absent or late to class, the students must alert the instructor or TA via email or Slack to let them know beforehand. The student is responsible to catch-up on the missed material as soon as possible. It is the student's responsibility to watch the missed lectures in Panopto (the video lecture recording system) and complete/submit any assignments or homework s/he might have missed by the due date.

INSTRUCTOR RESPONSIBILITIES:
1. At the beginning of each course, the instructor will provide a course syllabus to each student in the class.
2. The instructor will evaluate each student's participation, assignments, homeworks and projects based on the grading criteria published in the syllabus.
3. Accurate records of each student's attendance and grades will be maintained by the instructor, and retained at the campus and online. Attendance will be reported at the end of the week to the Dean of Students; homework/workshop grades will be reported to the Dean of Students every two weeks, as a minimum.
4. Unannounced quizzes may be given at the instructor's discretion.

STUDENT: TEACHER RATIO
For information on maximum class capacity and student to teacher ratio for lecture courses, please consult with the Director.

WDI1	Web Development Basics	35 Hours	18 Lecture Hours 8 Workshop Hours 9 Project Hours

Schedule: 35 hours presented, 7 hours per day x 1 week

Texts:

Duckett, Jon. *HTML & CSS: Design and Build Websites*. Indianapolis, IN: Wiley, 2011. Print.

Smith, Charles. *Stylin' with CSS: A Designer's Guide*. 3rd ed. Berkeley, Calif.: New Riders, 2013. Print.

West, Matt. *HTML5 Foundations*. Chichester, West Sussex, U.K. John Wiley & Sons, 2013. Print.

Day/Hours	Session Topic	Resources	Assignments
Day 1 Hours 1-7	**Lecture 5 hours, Workshop 2 hours** Introduction to course; review of what to know before students begin to program; review Web Development Basics; CSS basics; Practice HTML/CSS	Text, lecture slides, recorded lecture videos	**Workshop:** Extended Basic HTML/CSS **Homework:** Basic HTML Page
Day 2 Hours 8-14	**Lecture 5 hours, Workshop 2 hours** Cover terminal basics; practice terminal commands, cover CSS layout; Git Basics; practice Git	Text, lecture slides, recorded lecture videos	**Workshop:** Website w/ Git **Homework:** Add CSS Styling CSS Layout
Day 3 Hours 15-21	**Lecture 4 hours, Project 3 hours** Introduce Vim; HTML5 Tags; File Transfer Protocol; practice understanding of concepts covered thus far in a personal website project	Text, lecture slides, recorded lecture videos	**Project:** Personal Website
Day 4 Hours 22-28	**Lecture 2 hours, Workshop 2 hours, Project 3 hours** Introduce Github; cover Github SSH, Collaborative Software Development; practice merge conflicts; practice understanding of git in the creation of a collaborative causes site using Git	Text, lecture slides, recorded lecture videos	**Workshop:** Merge Conflicts **Project:** Collaborative Causes Site using Git and Github

	and Github		
Day 5 Hours 29-35	**Lecture 2 hours, Workshop 2 hours, Project 3 hours** Introduce branching; practice knowledge of Github in a second collaborative causes site using Git and Github; workshopping time	Text, lecture slides, recorded lecture videos	**Project:** Collaborative Causes Site Using Git and GitHub Part II **Workshop:** Participation/Completion of workshop