



Lambda School

Catalog

January 1, 2020 – December 31, 2020

Volume I

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WELCOME MESSAGE

Welcome to Lambda School, and congratulations on taking the first step toward a high-paying career in tech.

The most important thing we tell new Lambda School students is: commit now to hustling harder than you ever have before.

You have a critical opportunity to develop your skills between now and graduation, and there's a good chance that the next several months will swing the trajectory of your career more than any others. Your time at Lambda School will be some of the most intense, impactful months of your life – now is the time to put your head down and work, and every instructor, career coach, and staff member will do everything possible to help you succeed. We're so excited that you're here.

Let's get started.

Sincerely,

Austen Allred,
Co-Founder & CEO

MISSION

The mission of Lambda School is to unlock potential, regardless of circumstance. That means working with untapped or underutilized talent, and training that talent for in-demand careers in the technology fields including web development, engineering, and data science.

Lambda School is committed to making the field of technology more accessible, and will provide an educational environment that respects the values of individual students and their intellectual, cultural, and social development. It is Lambda School's intention to:

- Foster among students, faculty, and staff a commitment to life-long learning.
- Provide opportunities for students to exercise a positive influence and be productive in society.
- Prepare students for entry-level employment in technology fields including web development, software engineering and data science.

OBJECTIVES

In order to fulfill its mission, Lambda is committed to the following objectives for its educational and training programs:

- To provide the basic and prerequisite knowledge to specialize in the field of technology.
- To educate students to become well-qualified professionals in their chosen field.
- To provide practical training to enhance students' capabilities in their chosen field.

HISTORY

Founded in 2017, Lambda School ("Lambda") is a unique model of higher education in which the school invests in its students, instead of the other way around. Lambda requires no upfront tuition. Tuition payments do not begin until students find a job providing an annual salary of at least \$50,000. This commitment from Lambda School supports its mission of finding untapped or underutilized talent and training that talent for in-demand jobs in technology. The school is headquartered in San Francisco, and students attend remotely. The school has raised funds previously from investors including Y Combinator, GV, Bedrock Capital, and Tandem.

FACILITY AND EQUIPMENT

Lambda headquarters is located at 250 Montgomery Street, 16th floor, San Francisco, CA 94102. Lambda offers training online in a live virtual classroom. Students complete distance education coursework at a location they determine.

System Requirements

- Minimum

- o 1.6 GHz Processor
 - o 4 GB RAM (8 GB of RAM for the iOS course)
 - o 120 GB Hard Drive
 - o Web Cam
 - o Microphone
 - o Consistent access to internet, e.g., Wi-Fi
- Recommended
 - o 2 GHz Processor
 - o 16 GB RAM
 - o 256 GB Hard Drive (preferably solid state)

Recommended operating systems (in descending order): macOS, Windows 10, Ubuntu. For UX, macOS is heavily encouraged. For iOS, macOS 10.15 Catalina is required.

Other versions of Windows work but students should anticipate occasional environment issues. Chromebooks are *not* supported, as coursework involves installing and running software locally.

Please refer to the current [Student Guide](#) for full details on system requirements.

TUITION AND FEES

You have options for how you pay for your Lambda School program:

- Pay tuition upfront. You owe the full tuition amount after you sign this agreement and before your first day of instruction.
- A Lambda School Income Share Agreement (ISA):
 - o Tuition is your ISA's cap (i.e., the maximum amount you may owe under the ISA).
 - o Prior to signing an ISA, you will be provided detailed disclosures and additional information about payment, deferrals, and other important items. Visit our [ISA Frequently Asked Questions](#) anytime for more information.
- Financing or Plan. You may be able to arrange options with Lambda School or with third parties to finance upfront tuition. These must be arranged and signed before the first day of instruction, and availability may change.

Program	Registration Fee Non-Refundable	Tuition	**Total Cost
Full Stack Web Development	\$0	\$30,000	\$30,000
iOS Development	\$0	\$30,000	\$30,000
Data Science	\$0	\$30,000	\$30,000
User Experience Design	\$0	\$30,000	\$30,000

**Cost of total charges for a period of attendance and estimated schedule of total charges for the entire educational program.

TUITION RESPONSIBILITY

Students are responsible for paying the full tuition amount listed above. If a student obtains a loan, financing, and/or other payment arrangement including an income share agreement (ISA), that student is responsible for repaying the amount owed under agreement, or loan amount plus any interest or the amount owed, including under my ISA, as applicable, in each case less the amount of any applicable refund if that student withdraws or is withdrawn. Once a student enrolls, the tuition amount will not and cannot be changed based on any factor other than Sprints ended as noted in this Catalog.

HOLIDAYS

Lambda observes the following holidays and week-long breaks, as applicable:

Monday Holidays (US only)

- MLK, Jr. - third Monday of January
- Memorial Day - last Monday of May
- Labor Day - first Monday in September

Week long breaks

- Summer Break/Hackathon - 1st week of July
- Thanksgiving Week Break - last week of Nov (4th Thursday)
- Winter Break/Hackathon - Two weeks (dates announced)

ENROLLMENT PERIODS

Enrollment periods begin three months prior to the first day of classes for each program term and end one week prior to the first day of classes.

PROGRAM TERM DATES FOR 2020 / 2021

Start Date	Full-time Anticipated Completion Date	Part-time Anticipated Completion Date
1/13/2020	10/23/2020	8/30/2021
2/10/2020	11/20/2020	9/27/2021
3/9/2020	1/8/2021	10/25/2021
4/6/2020	2/5/2021	11/22/2021
5/4/2020	3/5/2021	12/27/2021
6/1/2020	4/2/2021	1/31/2022
7/6/2020	4/30/2021	2/21/2022
8/3/2020	5/28/2021	3/28/2022
8/31/2020	6/25/2021	4/25/2022

9/28/2020	7/30/2021	5/23/2022
10/26/2020	8/27/2021	6/20/2022
11/30/2020	9/24/2021	7/25/2022

FLEX POLICY

Lambda School's Flex program allows students to repeat content that they have not yet mastered at no additional cost. Learning at Lambda School follows a mastery-based progression model, and students may need to repeat portions of class to ensure students have the skills to succeed in their program and new field. That may mean extending the length of their program. If a Unit Assessment is not passed, the Student will Flex in order to repeat the Unit. If the second Unit attempt is not passed, the Student will be withdrawn (Students who are withdrawn have the ability to reapply after a six month period). Please see the full Flex Policy in the Student Guide.

CLASSROOM DAYS / HOURS

Lambda School provides distance education courses/programs in real-time where the distance education coursework is completed at a location determined by the student.

Full-Time schedule: 8:00am to 5:00pm (Pacific) Monday through Friday.

Part-Time schedule: Monday through Thursday (cohorts alternate between 4:00pm – 7:00pm and 6:00pm – 9:00pm Pacific) Students on the part-time schedule will choose a “fifth day” based on options provided.

European Union (EU)-based classes 8:00am to 5:00pm GMT +1.

The full-time schedule for EU and US classes includes an hour for lunch break at 11:00am.

ADMINISTRATION DAYS / HOURS

Office hours are Monday through Friday, 8:00am to 5:00pm (Pacific).

COURSE TIME HOURS

Academic credit is measured in clock hours. A clock hour is defined as a 60-minute period of time with no less than 50 minutes of coursework.

ADMISSIONS POLICY AND PROCEDURE

POLICY

Admission into any of the programs requires that the prospective student:

- Be 18 years of age or older prior to the expected start date;
- Have a high school diploma or equivalent. Lambda will accept as a recognized equivalent of secondary education a GED, passing score on

the California High School Proficiency Exam, a DD214 that indicates high school equivalency, a degree issued to the student that indicates the high school graduation, or documentation of completion of a bachelor's degree;

- In the event the applicant is unable to provide proof of secondary education where required, achieve a passing score on the Wonderlic Basic Skills Test (Verbal 200 and Quantitative 210);
- Complete all pre-course work/test and enrollment paperwork by 5:00pm pst 12 days prior to class start date;
- Attend "Lambda Launch," our mandatory student orientation, and
- Be provided with the School Course Catalog.

PROCEDURE

Admissions procedures include being in contact with admissions to receive the student guide, school policies and procedures, catalog, and graduation requirements. Each prospective student must:

- Complete the Admissions application;
- Provide a high school diploma or equivalent;
- Review the catalog;
- In the event the applicant is unable to provide proof of secondary education where required, achieve a passing score on the Wonderlic Basic Skills Test (Verbal 200 and Quantitative 210);
- Provide documentation of a minimum score of 80 on the TOEFL iBT examination if the student is not proficient in English.

Prospective students will be notified in person, by telephone, by email or by mail of the decision to accept or deny admission within ten (10) days after the admissions procedure has been completed.

Prior to acceptance into the program, students must:

- Complete an enrollment agreement;
- Sign the Income Share Agreement or make payment arrangements;
- Review the Student Guide
- Complete all pre-course work and enrollment paperwork by 5:00pm pst 12 days prior to class start date, and
- Attend "Lambda Launch" our mandatory student orientation

INTERNATIONAL STUDENTS AND ENGLISH LANGUAGE SERVICES

Lambda School does not offer visa services to prospective students from other countries or English language services. Lambda School does not offer English as a Second Language instruction. All instruction occurs in English. English language proficiency is documented by:

1. the admissions interview; and
2. Lambda School's receipt of prior education documentation as stated in the admissions policy.

FOREIGN TRANSCRIPT EVALUATION

All foreign transcripts and degrees must be evaluated and translated to meet U.S. equivalency.

The following is a sample of foreign transcript and degree evaluators. Lambda School does not endorse any evaluators.

- Foreign Consultants: <http://www.foreignconsultants.com/>
- Educational Credential Evaluators: <http://www.ece.org/>
- Educational Perspectives: <http://www.educational-perspectives.org/>
- International Consultants of Delaware: <http://www.icdel.com/>
- International Research Foundation, Inc.: <http://www.i erf.org/>
- World Education Services: <http://www.wes.org/>

While Lambda does accept students from all around the world, the following factors must be carefully considered if you are not a US citizen:

- Income Share Agreements are available to people who live in the US who are US Citizens, US Permanent Residents, DACA recipients, and European Union Citizens living within the European Union. Other people can still attend Lambda by paying the tuition upfront or arranging separate payment plan(s).
- Almost all courses are taught on Pacific Time so it is important to think about how you will adjust according to your time zone.

NOTICE CONCERNING NON-ACCREDITATION, CREDIT NON TRANSFERABILITY, AND TAX

As a non-accredited institution, Lambda School does not accept transferred-in credits or provide credits transferable to other institutions. Lambda School does not issue 1098-T or other tax forms for payments of upfront tuition or on your ISA.

REFUND POLICY

THE STUDENT'S RIGHT TO CANCEL

We are aligned for your success and support you every step, but we understand in some cases you may not be able to continue or want to withdraw from Lambda School.

You may withdraw from a program without owing any tuition or penalty before the last class of Sprint 4. If you withdraw or are withdrawn between the end of Sprint 4 and the end of Sprint 10, you will be responsible for a pro-rata portion of your tuition and receive a refund for applicable amounts paid in advance. If you withdraw or are withdrawn after you complete Sprint 10, you will be responsible for 100% of your tuition. See the chart on the next page for more information.

LAMBDA SCHOOL'S RIGHT TO WITHDRAW OR TERMINATE

Lambda School can terminate your enrollment or withdraw you at any time for failure to comply with policies in the Student Guide, including lack of attendance. Note: Students may miss no more than eight hours of class per month. If you are withdrawn from Lambda School, the tuition proration policy will apply based on when you are withdrawn. Note that depending on the reason for withdrawal, you may not be eligible for re-admission.

HOW TO WITHDRAW FROM THE PROGRAM AND CANCEL YOUR ENROLLMENT

You can withdraw by contacting the Student Success team via Slack at /frontdesk or by sending an email to cancel@lambdaschool.com, effective the day of the clear message requesting withdrawal. You may also send a withdrawal letter to Lambda School at 250 Montgomery st, 16th floor, San Francisco, CA 94104.

HOW REFUNDS WORK

Within 45 days, amounts due to you per the chart below will either be refunded directly to you if prepaid or, for ISAs, communicated to your ISA service provider for adjustment to your ISA cap (which is your tuition amount).

If any portion of the tuition was paid from the proceeds of a loan or by a third party, any applicable refund shall be sent to the lender, third party or, if appropriate, to the state or federal agency that guaranteed or reinsured the loan.

TUITION PRORATION FOR TUITION OWED AFTER WITHDRAWAL

If you withdraw or are withdrawn, you are no longer bound by the enrollment agreement, and we will calculate owed tuition per the chart below. Sprints last 1 week for full time and 2 weeks for part-time.

The end of a Sprint under this chart means all the classes in that sprint have occurred (whether or not you attended those classes) and does not require a passing mark. There is no additional cost for participating in our Flex program, so repeated sprints from Flex are not counted twice.

TUITION REFUND CALCULATOR CHART

Sprints Completed	% of Tuition Owed	\$ of Tuition Owed
0	0%	\$0
4	40%	\$12,000
5	50%	\$15,000
6	60%	\$18,000

7	70%	\$21,000
8	80%	\$24,000
9	90%	\$27,000
10	100%	\$30,000

The end of a Sprint under this chart means all the classes in that sprint have occurred (whether or not you attended those classes, and whether or not you received a passing mark).

Lambda School also offers a Flex program. The Flex program ensures that each Student's progress through the curriculum is based on their demonstration of mastery. If a student's assessment indicates that the student has not achieved mastery, the student will flex in order to repeat the content and achieve mastery. There is no additional cost for participating in our Flex program, so repeated sprints from Flex are not counted twice. Please see the Student Guide for the full policy.

ACADEMIC POLICIES

GRADING SYSTEM

Students will cover a total of 32 or 64 sprints of curriculum and time spent building projects (32 sprints for full-time students, 64 for part-time). Each sprint will conclude with a Sprint Challenge. Student performance on a Sprint Challenge is graded with a 1-2-3 rating.

- 1: Did not meet objectives (does not pass)
- 2: Met objectives (passing)
- 3: Met objective (passing) and surpassed expectations

Students that receive a “1” rating may flex (re-attempt) the Sprint Challenge in order to demonstrate mastery of the content.

Students who are unable to pass sprints with a 2 or 3 score will be flexed back to repeat the unit. Please see the [Student Guide](#) for more information about the flex policy.

All Sprint Challenge grading or ratings are found on the student dashboard located at: <https://dashboards.lambdaschool.com/students/first-last/>
Students can find their progress and scores by replacing "first" and "last" in the above URL with their first and last names.

Students are able to flex and repeat the unit one time (for a total of two times through the content of a unit). Failure to pass a unit on the second attempt will result in a student being withdrawn from the program. Please see the [Student Guide](#) for more information on the flex policy.

Lambda School's response to, or evaluation of, each student lesson, project, or dissertation is returned to the student within 10 days after receipt.

Final course grades are based on demonstration of meeting the learning outcomes as stated on each course syllabus:

Grade	Grade Percentages
P – Pass	70% - 100%
F – Fail	69% or below
R – Repeated	Based on grade.
W – Withdrawal	0%

P – Pass: Any course with a “P” grade is identified as successful completion to graduate.

F – Fail: Any course with a “F” grade must be repeated and passed to graduate.

R – Repeated (Flex): When a course is repeated to improve a previously earned grade, the first grade is replaced with a new grade upon completion of the repeat. Any course that has a grade of “F” (Fail) or “W” (Withdrawal) is required to be repeated. Any course with an “R” grade is not calculated into the grade point average.

W – Withdrawal: Withdrawal, a “W” grade is provided when a student leaves the course or is withdrawn from the school prior to the scheduled completion of a course. Any course with a “W” grade is not calculated into the grade point average.

SATISFACTORY PROGRESS

Lambda's standards of satisfactory progress apply to all students. Students must continually maintain satisfactory progress in order to continue their education at Lambda. To maintain satisfactory progress, students must achieve a minimum academic standard, progress at a satisfactory rate toward program completion, and complete the program of study within the parameters established in the Flex structure within 1.5 times the normal scheduled length of the program. The standards for academic progress consist of the following elements:

1. Maximum Program Length: A student in a program of study measured in clock hours must not exceed more than 1.5 times the clock hours in the program. Any student who fails to complete a program of study within the stated 1.5 attempted clock hours may be placed on probation or withdrawn from Lambda School.
2. Evaluation Points: A student's academic progress will be evaluated at the end of 25%, 50%, and 75% of the maximum time frame.
3. Minimum Academic Achievement and Course Completion Standards: Students must achieve a passing grade in each course attempted to maintain satisfactory academic progress. Course evaluation methods are all graded using the following grading scale:

<u>ACCURACY</u>	<u>GRADE</u>
70% - 100%	Pass
0% - 69%	Fail

Students achieving these standards are considered in good academic standing. A successful course completion standard at each evaluation point ensures that the student can successfully complete the program of study within the maximum time frame.

Failure to meet the minimum standards at the evaluation point will result in the student being placed on academic probation until the end of the next unit. A student who fails to meet the minimum standards at 50 percent of the maximum program length (MPL) evaluation point will be withdrawn unless special or mitigating circumstances have occurred.

Special or Mitigating Circumstances: The Director of Student Success, in their sole discretion, may waive interim satisfactory academic standards for special or mitigating circumstances outside the control of the student. The circumstances must be documented, and the student must demonstrate that these circumstances had an adverse impact on the student's satisfactory progress in the program.

ACADEMIC PROBATION

Students who fail to meet satisfactory academic progress standards may be academically deferred (flexed) to a later section. Depending on the situation, a student may be placed on a longer academic probation wherein they may be required to wait up to three months before rejoining an active section. Students remain eligible to continue classes during the probation period and will be considered to be making satisfactory academic progress during the probationary period. Probationary students who fail to meet satisfactory academic progress by the conclusion of the probationary period will be deemed not to be making satisfactory academic progress and may be withdrawn at the discretion of Lambda.

In the event such a student is allowed to continue with instruction, eligibility to continue will be reinstated only after the student has reestablished satisfactory academic progress in accordance with the Satisfactory Academic Policy. In the event a student is withdrawn due to not making satisfactory academic progress, all policies regarding Lambda's refund policy will apply. Probationary students who meet satisfactory academic progress by the conclusion of the probationary period will be removed from academic probation.

REMEDIAL WORK AND REPEATED COURSES

Lambda does not offer remedial work. When a unit is repeated, the higher grade for the repeated subject class will be considered in the determination of the student's grade average for the course of study.

ATTENDANCE

Attendance is required. We monitor attendance closely during video lectures and from time to time we'll check in on your group or pair programming work as well. Attendance is critical to success in the program.

Students may miss no more than eight hours per month and are required to connect with a Project Manager or Team Lead regarding missing hours. Missing more than eight hours per month may result in deferment to a later class or being withdrawn from the program, determined on a case-by-case basis. We understand life happens and emergencies arise, so students should speak to a Team Lead if they know they will miss class for any reason.

If a student resides outside of the US and takes a US-based course, they should consider how they will adjust their schedules to attend, as all classes are taught on Pacific Time. e.g. Students in US-based classes only get US holidays off, regardless of where they live. If a student enrolls in a EU-based class, it will be taught live on GMT +1, and students will only get EU holidays off.

Exceptions to the attendance requirement may be made for extenuating circumstances at the discretion of a member of the Student Success team. Lambda School allows for excused absences only when notice has been provided within 48 hours of the planned date of absence. Depending on the circumstances, students may be asked to provide documentation from a third party in order to verify reasoning behind the planned absence.

TARDINESS AND EARLY DEPARTURES

Full-Time Sections:

Attendance is taken twice daily for students in the full-time 8:00 AM to 5:00 PM sections. First attendance is taken during the morning and again at the end of the day.

Students who miss more than 25% (30 minutes) of the two-hour live lecture will be considered absent for the first half of the eight-hour scheduled class time. Students that miss more than 30 minutes of the scheduled assignment and project time (12:00 PM to 5:00 PM), or fail to attend the end-of-day team meeting, will be considered absent for the second half of the eight-hour scheduled class time.

Part-Time Sections:

Attendance is taken at the beginning of scheduled class time once daily in the part-time 4:00 PM to 7:00 PM or 6:00 PM to 9:00 PM sections.

Students who miss more than 30 minutes of the scheduled class time will be considered absent.

MAKE-UP EXAMS

Students in both full-time and part-time sections will have a pre-defined and scheduled day to complete a Sprint Challenge (A Sprint Challenge is the method by which a student is “tested” or evaluated for understanding of curriculum).

Lambda and the instructors realize that certain circumstances may prevent a student from being present on the day of the scheduled Sprint Challenge. Students may request a different day to complete the Sprint Challenge if within three days of the original scheduled Sprint Challenge. The request must be submitted to Front Desk and pre-approved by a Student Success team member.

MAKE-UP WORK

Students that have missed a live lecture, assignment, project, or any other designed activity in the scheduled class time may make up that work by doing so outside of scheduled class time. Students that choose to do make-up work must do so within the same week that the work was done by other students in attendance.

Students that wish to perform make-up work must coordinate with their Team Lead and seek verification of completion. Any make-up work completed by a student must be completed before the scheduled Sprint Challenge.

LEAVE OF ABSENCE POLICY

A leave of absence (LOA) or “Hiatus” will be considered and may be granted at the discretion of the Student Success team member provided:

1. The LOA does not exceed 3 weeks (for exceptions see hiatus policy in the [Student Guide](#));
2. The LOA is requested by the student in writing prior to the first date* of the LOA;
3. The LOA is formally approved by the School prior to the first day* of the requested LOA; and
4. The student is in good standing prior to LOA request.

STUDENT CONDUCT EXPECTATIONS

Lambda School is challenging by design. We move quickly and each day builds upon the previous. To ensure student success, we’ve outlined several guiding principles to follow.

- **Participate** – Lambda School expects each Student to actively participate in their course by attending all lectures, having an online presence during course hours, engaging with their instructor, Team Lead, Project Lead, Section Leads, and collaborating with other Students.
- **Complete All Coursework** – Lambda School expects Students to complete each and every assignment given as part of the course because the concepts learned in one assignment are a building block needed for future assignments. Even if a Student knows a concept, repetition solidifies the foundation of their

knowledge. We encourage Students to reach for stretch goals and practice on their own.

- **Ask for Help** – If a Student feels lost or is stuck on an assignment, it's their responsibility to reach out to their instructor, Team Lead, Project Lead, Section Leads, or fellow Students for help. Others can only provide support if Students let them know. Students may not always be given the answer, but they will be provided with the tools to come up with the answer on their own. Students should use the following order in asking for help on technical problems/challenges and coursework:
 1. Use the 20 minute rule
 2. Reach out using the course's Slack help channel
 3. Reach out to the Team Lead for the course
 4. Reach out to the Section Leads for the course
 5. Reach out to the instructor for the course
- **Communication** – Students are expected to regularly communicate with their Team Lead or Project Lead regarding daily progress. Failure to remain in contact with or comply with the reasonable directions of Team Leads, Project Leads, Section Leads, instructors, Student Success, or any other staff, may result in being withdrawn from the program.
- **Integrity** – Asking for help and researching online is a key part of learning, however, students cannot use code they did not write. A student should never shortcut their education by cheating. We encourage asking for clues, not code when seeking help. If students put in the effort, they will reap the reward.
- **Plagiarism** – If a student is caught copying code from staff or other students or submitting work that is not their own; a member of Student Success will evaluate the situation and based on findings, the student may be withdrawn from Lambda School.
- **Respect** – Lambda School is fortunate to have Students, instructors, and staff from extremely diverse backgrounds. Contribute to creating a positive experience for everyone by being respectful in communication (sarcasm translates poorly via text and online chat), and keeping politics confined to the #politics channel in Slack. Students are expected to do their part to make Lambda School a welcoming place to learn by encouraging their fellow Students, offering support, and listening to others. Lambda School does not tolerate discriminatory, harassing, or insulting remarks to other Students, instructors, staff, or anyone else, online or in person; see the Non-Discrimination and Anti-Harassment policy below.
- **Professionalism** – Lambda School is a professional environment. It is expected that Students act accordingly. Punctuality, timeliness, accountability, and open communication are crucial not only for a Student's success at Lambda School, but also in their careers afterward. The professional expectations Lambda School requires of its Students are the same as a Student's future employers

will expect of them. Professionalism should be a theme that runs through a Student's work and interactions at Lambda. This includes communication via Slack, Zoom, content of a Student's work, and naming conventions. A good rule of thumb is: if a Student wouldn't do or say it in front of an employer or colleagues at their job, they shouldn't do it here at Lambda School. Additionally, professionalism includes protecting internal intellectual property. That means Students respect copyright and ownership of others' materials and those of Lambda School itself.

- **No Harassment Policy** – Lambda School is a place to learn. Lambda School aims to create an environment of mutual trust and the absence of intimidation, oppression, and exploitation. Students, staff, and instructors should be able to work and learn in a safe, yet stimulating atmosphere. As such, Lambda School will not tolerate any form of harassment generally, and in particular, based on an individual's protected status that is unwelcome and is sufficiently severe, persistent, or pervasive; causes reasonable fear for safety; and/or interferes with or limits employment, education, or ability to participate in or benefit from Lambda School's programs, activities, or resources. Please refer to the [Student Guide](#) for more information, including what to do if students feel they have been discriminated against or subjected to harassment in accessing Lambda's programs or activities based on a protected status.

For a full list of policies and procedures, see the [Student Guide](#).

Violations of the Code of Conduct may result in being flexed or withdrawn from the program. If a student is withdrawn from the program for Code of Conduct reasons, their Income Share Agreement or tuition refund will be prorated as described in the ISA FAQ section of the [Student Guide](#).

If a student thinks there is something that is preventing them from being successful, they should communicate with their instructor or Team Lead, or reach out directly to Student Success via the front desk on Slack.

WITHDRAWAL

For the purpose of determining a refund under this section, a student may be deemed to have withdrawn from a program of instruction when any of the following occurs:

- The student notifies the institution of the student's withdrawal or as of the date of the student's withdrawal, whichever is later.
- Lambda School terminates the student's enrollment for failure to comply with policies, that includes student's conduct and lack of attendance. Note: Students may miss no more than eight hours per month.

GRADUATION REQUIREMENTS

Students are expected to pass a sprint challenge at the conclusion of each week of curriculum or project-based learning. Additionally, students are expected to pass a unit assessment at the conclusion of each course unit and a final assessment at the

end of their program. Therefore, students are considered a “graduate” once they have received a passing rating for every sprint challenge, unit assessment, and final assessment. Students that pass these will be given a Certificate of Completion from Lambda School for program completion and are provided a digital badge from Acclaim for web-based credentials.

The following requirements must be met for a student to graduate from any program at Lambda School:

1. Successful completion of all program courses and hours; and
2. Earn a minimum cumulative grade point average of 70%.

STUDENT SERVICES

ORIENTATION

Two orientations will be provided to new students. The first one will be scheduled the Wednesday, Thursday, and Friday before the first day of class for full-time students and the Monday through Friday before the first day of class for part-time students. This is a live orientation, called Lambda Launch, led by a member of the Student Success or Instruction team. The orientation will cover a wide range of topics designed to brief new students on the rules, regulations, and policies of the school.

A second orientation will be conducted two weeks after the first day of class. This orientation will cover additional information related to student expectations, policies, and best practices.

Attendance at the first orientation is required. A recording of the orientation will be uploaded to the class channel for later viewing. Attendance for the second orientation is required.

ACADEMIC ADVISING

Academic advising may be initiated by Lambda personnel or the student when the need is identified. Students may initiate academic advising by requesting support from their Project Manager, Team Lead, or by requesting support from Student Success by submitting a help ticket to Front Desk. For more information on how to contact Front Desk, see the [Tools & Platforms](#) section of the Student Guide.

LEARNING RESOURCES

Lambda School provides all instructional materials necessary for the program. Lambda School does not maintain a library. Students may access the internet for additional resources. Internet resources are available 24 hours a day and accessible with an internet connection.

ZOOM

Zoom is an online remote meeting service. While at Lambda School students will use Zoom to receive lectures, guided projects, pair programs, work on group projects, and receive 1:1 support from the Instruction team, and more.

Each student will be required to download Zoom and set up their free account before the first day of orientation. Students should refer to the Student Guide for expectations regarding the use of Zoom for Lambda courses and activities.

SLACK

Slack is an online communication tool used widely in the tech industry. For Lambda School, it is the most important and frequent way we communicate with students. If a student has never used Slack before, they should get to know it well. Nearly every company in Silicon Valley uses it, and it's rapidly becoming a point of competence across software engineering teams.

Once a student has filled out their confirmation form, we will add them to the student Slack workspace and assign them to a few main channels depending on their class and group.

Example: If a student is joining the WEB18 class (Full Stack Web, Class 18), their main Slack channels will be #WEB18 and #WEB18_help. Students will be assigned to a smaller group with their Project Manager or Team Lead. For example, if their Project Manager/Team Lead is Alicia Jackson, that Slack channel might be named #WEB18_aj.

When setting a Slack avatar, students need to use a professional profile photo of their face, just as they would for a job. Also, students must use their first and last name on their profile. The #WEB#_help channel is the first place they should post if they are confused or stuck. A Team Lead, or Instructor will jump in and help students work through the challenge at hand.

When it is time for a lecture, a Zoom link will be posted in the class channel with the @channel tag, which should send students both desktop and push notifications. Students should be sure to follow the schedule and be on time for those lectures, as their class may not wait for students who arrive late.

There are also several unofficial location-specific Slack channels (e.g. #Austin, #Seattle, or #Virginia) students can join. In the past, students have organized meetups in their area. To browse all public channels, click *Channels* in the Slack sidebar.

Typing a message in Slack that includes “@here” or “@channel” notifies everyone in that channel. This sends an alert to their desktop, or, in many cases, their personal cell phones. As such, these commands are reserved for instructors, staff, and Team Leads.

STUDENT RECORDS

Student records will be maintained on site at the administrative site for five years from the last date of attendance. Transcripts are maintained permanently.

NO GUARANTEE OF EMPLOYMENT

While Lambda School will assist graduates in developing job search skills such as resume and cover letter development, interviewing, and appropriate interview follow-up activities, it cannot and does not guarantee the student will find employment nor does it guarantee the student will realize a given salary following graduation.

GRIEVANCE PROCEDURE

If a concern occurs, the student is asked to discuss the matter with a Student Success team member. Students may raise the concern with any member of the Student Success team or submit a help ticket through Slack using the /FrontDesk command. If a resolution cannot be reached, students are asked to document their concern.

Documentation should include:

- Relevant dates
- Describe the original concern
- Summarize past conversations with individuals from the Student Success team
- Desired outcome

The student should send the documentation to the Program Manager of Student Success. After the documentation has been reviewed, the student can expect a response within 10 business days following receipt of the documentation.

PAYMENT PLANS: UTAH RESIDENTS

We may now or in the future offer payment plans (other than the ISA) for financing upfront tuition. Information on such plans and how they will work will be made available in advance of enrollment for eligibility. Eligibility for such plans is not guaranteed, not extended to current students, and its availability may change.

For Utah residents who pre-pay tuition (i.e. do not use an ISA), the following plan is available. Specifically: tuition for the first 16 weeks is due the day before instruction starts in the amount of \$26,000. Tuition for the remainder of the program is due at week 16 in the amount of \$4,000.

CATALOG CHANGES

Information about Lambda School is published in this catalog, which contains a description of policies, procedures, and other information about the school. Lambda School reserves the right to change any provision of the catalog at any time. Notice of changes will be communicated in a revised catalog, an addendum or supplement to the catalog, or other written format with an effective date. Students are expected to read and be familiar with the information contained in the catalog, in any revisions,

supplements and addenda to the catalog, and with all school policies. By enrolling in Lambda School, the student agrees to abide by the terms stated in the catalog and all school policies.

PROGRAMS

The programs herein are not described in sequential order. Additionally, units and sprint order may be subject to change. For the exact order in which you will receive your program, please review your Training Kit.

Full Stack Web Development

Required Program Length: 1280 hours / 32 weeks (Full Time)
960 hours / 64 weeks (Part Time)

Total Program Length including Guided Job Search & Portfolio Building:
1600 hours/40 weeks (Full Time)
1200 hours / 80 weeks (Part Time)

Cumulative Final Exam: None

Graduation Document: Certificate

Standard Occupational Codes / Potential Employment Titles: 15-1134

Sample of reported job titles: Web Developer, Programmer, Software Engineer, Technology Applications Engineer, Web Architect, Web Development Director, Web Development Instructor, Webmaster

Program Description:

This program teaches the foundations of web development and computer science. Students will learn full-stack development with some of the most in-demand technologies. Upon successful completion of the program, students will have built and worked on multiple apps. This course of instruction prepares individuals for entry-level jobs such as: web developer, front-end developer, backend developer, and full-stack developer. Graduates may find suitable employment with technology companies, as well as traditional companies with the need for web applications and websites.

Program Objectives:

Upon successful completion of this program the student should be able to:

1. Develop Web application front ends using HTML, CSS, and JavaScript
2. Develop Web servers using Node.js and RDBMS such as SQLite and PostgreSQL
3. Understand, explain, and apply fundamental computer science concepts

Full-time Schedule: Mon-Fri 8 a.m. to 5 p.m. PST

Full-time Program Outline:

Full Stack Web Development Core	Course Title	Lecture	Lab
	User Interface and Git	14	24
	Advanced CSS	14	24
	JavaScript Fundamentals	14	24
	Project Week: Web Fundamentals	4	34
	Applied JavaScript	14	24
	Intro to React	14	24
	Single Page Applications	14	24
	Project Week: Web Applications I	5	34
	Advanced React	14	24
	Advanced State Management	14	24
	Advanced Web Applications	14	24
	Project Week: Web Applications II	4	34
	Build a Web API	14	24
	Adding Data Persistence	14	24
	Authentication and Testing	14	24
	Project Week: Web APIs with Node.js	5	34
Total		186	424

Computer Science	Course Title	Lecture	Lab
	Intro to Python/OOP	14	24
	Algorithms	14	24
	Data Structures	14	24
	Build Week CS 1	4	34
	Hash Tables and Blockchain	14	24
	Graphs	14	24
	Computer Architecture	14	24
	Build Week CS 2	4	34
Total Hours:		92	212

Career & Professional Development	Course Title	Lecture	Lab
	Introduction to Pursuing a Career in Tech	1	1
	Building Professional Self-Awareness	1	1
	Team Collaboration and Communication	1	1
	Growth and Reflection	1	1
	Professional Communications and Writing	1	1
	Building a Professional Brand	1	1
	Feedback and Conflict Resolution	1	1
	Creating Public Profiles	1	1
	Resume and LinkedIn Fundamentals	1	1
	Networking Fundamentals	1	1
	Presenting Your Work and Public Speaking	1	1
	Professionalism in the Tech Field	1	1
	Behavioral Interviewing: STAR and FEB	1	1
	Interview Etiquette	1	1
	Updating Your Network	1	1
	Workplace Wellness	1	1
	Diversity, Equity, and Inclusion	1	1
	Personal Finance	1	1
	HR, Company Ops, and Performance Evals	1	1
	Offers and Negotiations	1	1
	Ongoing Professional Development	1	1
	Mentorship	1	1
	Job Searching	1	1
Total		23	23

Lambda Labs	Course Title	Lecture	Lab
	Lambda Labs I	5	35
	Lambda Labs II	5	35
	Lambda Labs III	5	35

	Lambda Labs IV	5	35
	Lambda Labs V	5	35
	Lambda Labs VI	5	35
	Lambda Labs VII	5	35
	Lambda Labs VIII	5	35
Total Hours:		40	280
Total Program Hours			1280

Job Search & Portfolio Building	Course Title	Lecture	Lab
	Endorsement Unit	5	35
	Endorsement Unit	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
Total Hours:		40	280
Total Job Search & Portfolio Building Hours			320

Part-time Schedule: Mon-Thurs (cohorts alternate between 4 p.m. to 7 p.m. and 6 p.m. to 9 p.m. PST), plus students will choose a “fifth day” based on options provided.

Part-time Program Outline:

Full Stack Web Development Core	Course Title	Lecture	Lab
	User Interface and Git	12	17
	Advanced CSS	12	17
	JavaScript Fundamentals	11	17
	Project Week: Web Fundamentals	5	25
	Applied JavaScript	11	17
	Intro to React	11	17
	Single Page Applications	11	17
	Project Week: Web Applications I	5	25
	Advanced React	11	17
	Advanced State Management	11	17

	Advanced Web Applications	11	17
	Project Week: Web Applications II	5	25
	Build a Web API	11	17
	Adding Data Persistence	11	17
	Authentication and Testing	11	17
	Project Week: Web APIs with Node.js	5	25
Total		154	304

Computer Science	Course Title	Lecture	Lab
	Intro to Python/OOP	11	17
	Algorithms	11	17
	Data Structures	11	17
	Build Week CS 1	5	24
	Hash Tables and Blockchain	11	17
	Graphs	11	17
	Computer Architecture	11	17
	Build Week CS 2	5	24
Total Hours:		74	150

Career & Professional Development	Course Title	Lecture	Lab
	Introduction to Pursuing a Career in Tech	1	1
	Building Professional Self-Awareness	1	1
	Team Collaboration and Communication	1	1
	Growth and Reflection	1	1
	Professional Communications and Writing	1	1
	Building a Professional Brand	1	1
	Feedback and Conflict Resolution	1	1
	Creating Public Profiles	1	1
	Resume and LinkedIn Fundamentals	1	1
	Networking Fundamentals	1	1
	Presenting Your Work and Public Speaking	1	1
	Professionalism in the Tech Field	1	1

	Behavioral Interviewing: STAR and FEB	1	1
	Interview Etiquette	1	1
	Updating Your Network	1	1
	Workplace Wellness	1	1
	Diversity, Equity, and Inclusion	1	1
	Personal Finance	1	1
	HR, Company Ops, and Performance Eval	1	1
	Offers and Negotiations	1	1
	Ongoing Professional Development	1	1
	Mentorship	1	1
	Job Searching	1	1
	Total	23	23

Lambda Labs	Course Title	Lecture	Lab
	Lambda Labs I	4	25
	Lambda Labs II	4	25
	Lambda Labs III	4	25
	Lambda Labs IV	4	25
	Lambda Labs V	4	25
	Lambda Labs VI	4	25
	Lambda Labs VII	4	25
	Lambda Labs VIII	4	25
	Total Hours	32	200
	Total Program Hours		960

Job Search & Portfolio Building	Course Title	Lecture	Lab
	Endorsement Unit	5	25
	Endorsement Unit	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25

Total Hours:	40	200
Total Job Search & Portfolio Building Hours		240

COURSE DESCRIPTIONS

Full Stack Web Development Core

User Interface and Git

FT=38 Clock Hours/ PT=29 Clock Hours

Having the ability to craft user interfaces is key for full stack web developers in all organizations. Another key ability for professional developers is knowing how to use Git. We cover both topics throughout the week culminating in a multi-page website sprint challenge.

The goal of this sprint is to build user interfaces and introduce Git into our work-flow. Concepts covered: Semantic HTML, box model, display types, layout techniques, flex box, basic terminal use, basic Git use.

Advanced CSS

FT=38 Clock Hours/ PT=29 Clock Hours

Responsive design pushes our basic CSS styling forward into thousands of devices. A growing trend in today's market continues to be mobile devices that range from large tablets to small screens. You need to be able to correctly deliver content to all of these mediums.

Preprocessors introduce variables, scoping, mixins, and functions into CSS allowing for a more robust programming experience. Most development shops rely heavily on preprocessors to get large amounts of work done across multiple teams. Learning how to use preprocessors will increase overall CSS productivity, reduce errors, and prepare students for the workplace.

Preprocessing is a great introduction to JavaScript concepts like scope, variables, and DRY code paradigms.

JavaScript Fundamentals

FT=38 Clock Hours/ PT=28 Clock Hours

Everything we teach during the first couple months of your experience here at Lambda School revolves around software engineering for the web. One of the most powerful web languages is JavaScript. Without it, there is no modern web. Web browsers use JavaScript to power rich user experiences we have all come to expect.

Lambda looks at JavaScript through this analogy. Think of a web page as a house. You need someone to architect and get in the structure of your house, someone to add in the design, and someone to add in the electricity to power the house. If you were to think about HTML, CSS and JavaScript as the three necessary building blocks, for a web page, HTML could be the blueprint of what your house should be, CSS is the design of your house and JavaScript powers the electrical interactions that your house needs to have in order to be functional.

JavaScript is everywhere today! And we have the opportunity here to dive deep enough into the language to teach you how to be proficient in building modern, complex and beautiful web applications that are used to power the web today!

Project Week: Web Fundamentals **FT=38 Clock Hours/ PT=30 Clock Hours**

It's time to put all your fundamentals to the test. Being able to combine HTML, CSS, JavaScript, Libraries, and Programming Paradigms into a project is a rare skill indeed!

Applied JavaScript

FT=38 Clock Hours/ PT=28 Clock Hours

This week is all about exposing you to applying your Javascript knowledge to the Document Object Model and creating rich Javascript user interfaces.

Intro to React

FT=38 Clock Hours/ PT=28 Clock Hours

React is one of the most popular UI libraries today, and in terms of Single Page Applications many (including the react team) tend to think of the library as the "V" in MVC. That is, the View layer of the Model, View, Controller paradigm. React is a pattern, a mindset, that will help developers that use it, build small, reusable pieces of UI that can be easily put together to make a large scale application.

Single Page Applications

FT=38 Clock Hours/ PT=28 Clock Hours

This week we'll be learning about using React Router. With the UI Library (React) and the Client Side Routing Library (React Router) you'll be able to craft rich, robust and highly scale-able Single Page Applications. We will also learn about controlling forms with React, and take our first look at what automated testing is.

Project Week: Web Applications I

FT=39 Clock Hours/ PT=30 Clock Hours

This is an important opportunity to demonstrate the skills you've learned over the last couple weeks.

Advanced React

FT=38 Clock Hours/ PT=28 Clock Hours

We continue our journey into React with some more advanced topics like class components, custom hooks, and testing.

Advanced State Management

FT=38 Clock Hours/ PT=28 Clock Hours

Welcome to the extensive world of state management in React. In this sprint we'll get hands-on experience with Context API, Redux and more!

Advanced Web Applications

FT=38 Clock Hours/ PT=28 Clock Hours

Here you'll learn important authentication techniques and automated deployment tools. Additionally, you will learn the skills necessary to automatically test the sophisticated applications you've been building.

Project Week: Web Applications II

FT=38 Clock Hours/ PT=30 Clock Hours

This is an important opportunity to demonstrate the skills you've learned over the last couple weeks.

Build a Web API**FT=38 Clock Hours/ PT=28 Clock Hours**

In this sprint you will learn about Node.js, a runtime environment used to execute JavaScript code outside the browser. You will also learn how to use the popular Express framework to build Web APIs based on the REST (Representational State Transfer) architectural style.

At the end of this sprint you will be able to build and deploy high performance RESTful Web APIs that can power all apps of all kinds: Internet of Things, Mobile and Web Applications.

Adding Data Persistence**FT=38 Clock Hours/ PT=28 Clock Hours**

Learn how to store and manage information using Relational Databases like SQLite and PostgreSQL. You will learn to manage the data stored in Relational Databases using JavaScript and Structured Query Language (SQL).

At the end of this sprint you will know how to design and build a Relational Database that satisfies user's requirements and add it to a Web API

Authentication and Testing**FT=38 Clock Hours/ PT=28 Clock Hours**

For this sprint you will learn how to secure the information managed by a Web API. You will learn how to use Sessions, Cookies and JSON Web Tokens (JWTs) to add Register, Login and Logout functionality.

At the end of this sprint you will know how to protect information so that only users that have the corresponding credentials can access it.

Project Week: Web APIs with Node.js**FT=39 Clock Hours/ PT=30 Clock Hours**

This sprint is all about building a non-trivial project as part of a cross functional team. You will collaborate in a real world setting as the back end developer on a team that includes front end developers and designers.

At the end of this sprint you will have gained experience working with a team to deliver a full stack application.

Computer Science

Prerequisite: Successful completion of all courses within Development Core

Intro to Python/OOP**FT=38 Clock Hours/ PT=28 Clock Hours**

Learn the Python programming language and the basics of the Object-Oriented Programming (OOP) paradigm.

Algorithms**FT=38 Clock Hours/ PT=28 Clock Hours**

In this sprint, students will be introduced to how to formally think about and solve algorithmic problems as part of the Algorithms module. Some classic algorithmic paradigms will also be introduced, as well as time and space complexity and Big-O notation.

Data Structures **FT=38 Clock Hours/ PT=28 Clock Hours**
In this sprint, students will be familiarizing themselves with fundamental data structures, specifically linked lists, queues, binary search trees, and heaps.

Build Week CS 1 **FT=38 Clock Hours/ PT=29 Clock Hours**
In this build week, students will apply the knowledge they have learned in the last three units to build a comprehensive project.

Hash Tables and Blockchain **FT=38 Clock Hours/ PT=28 Clock Hours**
This week, we'll be looking at one of the speediest structures that we'll study: Hash Tables. After that, we'll examine Blockchain, the basis for many cryptocurrencies.

Graphs **FT=38 Clock Hours/ PT=28 Clock Hours**
We will explore how to implement graphs, and several of the algorithms surrounding graphs to how they can be applied to solving real-world problems.

Computer Architecture **FT=38 Clock Hours/ PT=28 Clock Hours**
This sprint will explore how computers work at a very low level, giving you additional perspective that will help you approach software development with more confidence.

Build Week CS 2 **FT=38 Clock Hours/ PT=29 Clock Hours**
In this build week, students will apply the knowledge they have learned in the last three units to build a comprehensive project.

Career and Professional Development

Prerequisite: Successful completion of all courses within Development Core

Introduction to Pursuing a Career in Tech **FT=2 Clock Hours/ PT=2 Clock Hours**
This introductory sprint lays out expectations for careers in the tech field and introduces career and professional development at Lambda School.

Building Professional Self-Awareness **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint guides students through understanding personal tendencies, preferences, and personal needs to work more effectively both as an individual contributor and teammate.

Team Collaboration and Communication **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint covers the basics of effective teamwork, using students' first Build Week (sprint 4) as the foundation to practice collaboration and communication strategies.

Growth and Reflection **FT=2 Clock Hours/ PT=2 Clock Hours**
Students are prompted to reflect on individual performance, feedback, success, and challenges to set actionable goals for further professional development.

Professional Communications and Writing **FT=2 Clock Hours/ PT=2 Clock Hours**
Introduces the basics of professional communication, both spoken and written. Fundamentals of most common written communication forms (emails, summaries, presentations, and DMs) are covered.

Building a Professional Brand **FT=2 Clock Hours/ PT=2 Clock Hours**
A cohesive, consistent professional brand is the cornerstone to an efficient job search strategy. In this sprint, students will create a brand outline for themselves, and build out a personal marketing plan that will serve as the foundation for their career materials and job search.

Feedback and Conflict Resolution **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint, which is students' second Build Week, builds off of the foundations covered in Sprint 4 (Team Collaboration and Communication) by digging into how to deliver and receive professional feedback and manage interpersonal and team challenges in the workplace.

Creating Public Profiles **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint lays the foundation for all of the online profiles students will build, including social media, LinkedIn, and blogs. Students will learn how to create relevant and professional profiles, how to maintain them, and how to use these to network and build out their professional brand.

Resume and LinkedIn Fundamentals **FT=2 Clock Hours/ PT=2 Clock Hours**
Resumes and LinkedIn are often a candidate's best chance for making a good first impression to a potential employer. This sprint will cover the must-haves for a resume and LinkedIn profile, as well as how recruiters use LinkedIn algorithms and ATS (applicant tracking software) to scan materials for keywords.

Networking Fundamentals **FT=2 Clock Hours/ PT=2 Clock Hours**
Roughly 80% of jobs are found through networking. Knowing one's personal networking style, how to find opportunities, and how to maintain a network are some of the highest-leverage skills a job searcher can have. This lesson will cover these basics and lay the foundation for future networking lessons.

Presenting Your Work and Public Speaking **FT=2 Clock Hours/ PT=2 Clock Hours**
Public speaking is a broad and vital career skill. Students will learn how to present their work to a range of audience sizes and participant types, as well as through different formats and platforms. Remote versus in-person, formality levels, ways to conquer nerves, and how to target your audience will be covered in this sprint, and students will be invited to practice these skills at the end of the week through Build Week presentations.

Professionalism in the Tech Field **FT=2 Clock Hours/ PT=2 Clock Hours**
There are unspoken expectations in norms in any environment, and while many of the expectations in the tech field mirror that of other corporate environments, there are also important nuances. This sprint prepares students for the range of

expectations in technical roles with foundations that are transferable to any work environment.

Behavioral Interviewing: STAR and FEB FT=2 Clock Hours/ PT=2 Clock Hours

Building off of the previous sprint, students will learn strategies for responding to a range of behavioral interview questions using the STAR and FEB methods of storytelling. After this lesson, students will have the tools and knowledge to answer any behavioral interview question.

Interview Etiquette

FT=2 Clock Hours/ PT=2 Clock Hours

This sprint's objective is to demystify the many unspoken or subtle nuances to professional interviewing. When to follow up, how to know what to wear, ways to mask nerves, and other strategies will be covered in this lesson.

Updating Your Network

FT=2 Clock Hours/ PT=2 Clock Hours

This sprint builds off of earlier networking lessons by encouraging students to prioritize regular follow-up with their networks. Students will learn high-impact and efficient ways to prioritize ongoing networking throughout Lambda School and their careers.

Workplace Wellness

FT=2 Clock Hours/ PT=2 Clock Hours

Students will learn the value of maintaining work/life balance and strategies for practicing wellness in busy work environments. Lessons will cover productivity, breaks, and mental health in the workplace, and tools students can use to maintain these.

Diversity, Equity, and Inclusion

FT=2 Clock Hours/ PT=2 Clock Hours

In this sprint, students will be encouraged to see diversity and inclusion as a critical part of building a well-rounded team, and will understand both the professional and interpersonal value that inclusive work environments bring to all employees.

Personal Finance

FT=2 Clock Hours/ PT=2 Clock Hours

Part of supporting students' career transitions is setting them up for success in a range of financial situations, particularly those that represent a drastic shift in income. Students will learn the fundamentals of personal financial management, and receive a range of resources for additional coaching and support in building their financial literacy.

HR, Company Ops, and Performance Evals FT=2 Clock Hours/ PT=2 Clock Hours

Part of career success is knowing how to navigate the systems and processes that exist in all companies. While these vary somewhat from employer to employer, all students can expect to work with HR in their career. This sprint covers the basics of company and HR operations.

Offers and Negotiations

FT=2 Clock Hours/ PT=2 Clock Hours

Students will learn the basics of navigating offers and negotiations. Students will build an understanding of how to professionally balance multiple offers and use them

to negotiate their compensation. Students will also build familiarity with non-disclosure agreements and intellectual property clauses.

Ongoing Professional Development **FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint builds off of multiple earlier lessons by recapping the professional development activities that all students should maintain while attending Lambda School and throughout their career. Students will reflect on their professional development to date, and set goals for the remainder of their time in Lambda School to build habits around consistent growth.

Mentorship

FT=2 Clock Hours/ PT=2 Clock Hours

Each student will have the opportunity to be matched with a mentor in their local area and job field. Students will also be encouraged to find their own mentors throughout their careers. This sprint primes students to find mentors and utilize them as critical relationships to support their professional development.

Job Searching

FT=2 Clock Hours/ PT=2 Clock Hours

This sprint will introduce job searching in the tech field to students. At this point in the program, students may wish to start ramping up their networking and research efforts in preparation. In this sprint, students will create a job search plan that they can implement immediately, or revisit later depending on their search readiness.

Lambda Labs Career Preparation

FT=3 Clock Hours/ PT=3 Clock Hours

During Lambda Labs, students focus on polishing their job search artifacts (resume, LinkedIn, portfolio, and GitHub) and preparing for both technical and behavioral interviews. Guided workshops on these topics build off of fundamentals covered during students' core curriculum, working towards job search readiness by the culmination of Labs.

Lambda Labs

Prerequisite: Successful completion of all courses within Development Core

Labs I

FT=40 Clock Hours/ PT=30 Clock Hours

During this sprint, students will conduct user research and discovery to identify and prioritize features to build in their app. They'll complete a Product Vision Document and several Feature Canvases.

Labs II

FT=40 Clock Hours/ PT=30 Clock Hours

During this sprint, students will complete a pre-production exercise then build and deploy the skeleton of their capstone project, including user account models and a minimal front and back end.

Labs III

FT=40 Clock Hours/ PT=30 Clock Hours

In this sprint, students will integrate all of the components that will make up their app. Servers, APIs, services, etc. all must work together as one.

Labs IV **FT=40 Clock Hours/ PT=30 Clock Hours**
During this sprint, students start to build out the main functionality of their application.

Labs V **FT=40 Clock Hours/ PT=30 Clock Hours**
Students will then continue to build out the main functionality of their application. The week culminates in a functional demo of all features of their application.

Labs VI **FT=40 Clock Hours/ PT=30 Clock Hours**
During this sprint, students will finalize the functionality of their application and implement a presentation that follows accepted UI/UX conventions.

Labs VII **FT=40 Clock Hours/ PT=30 Clock Hours**
Next, students will deploy their app to production, implement monitoring and usage metrics and tracking, and recruit users for their app.

Labs VIII **FT=40 Clock Hours/ PT=30 Clock Hours**
Finally, students will add the final polishing to their app and each student will produce a four-minute marketing video.

Job Search & Portfolio Building

Prerequisite: Successful completion of the required program

Endorsement Unit **FT=40 Clock Hours per Sprint/ PT=20 Clock Hours per Sprint**
The Endorsement Unit is for students who have completed their development core, Lambda Labs, and computer science assessments and who are ready for their final endorsement review.

The purpose of the unit is to help students prepare for and pass their final assessment where they demonstrate mastery of program-level learning outcomes. The assessment is designed to summarize the competencies attained in each program and will allow students to demonstrate significant professional, technical, and personal skills that have been obtained. There are various technical and professional related activities to support students in passing their final endorsement. Examples include attending lectures, reviews, portfolio polishing, coding exercises, whiteboarding practice, etc.

The unit will last 1-4 weeks, depending on the time each student needs to complete the final endorsement review. Students that complete it will attend a weekly kick off with the X program manager, their career coach, and the solutions team to begin their supported job search.

Job Search & Portfolio Building (Lambda X) FT=40 Clock Hours per Sprint/ PT=20 Clock Hours per

Prerequisite: Successful completion of all courses within Development Core, Lambda Labs, Endorsement Unit and Computer Science

Lambda X is a guided job search support program for Students who have received Lambda's endorsement. It integrates portfolio building with a job search and career-readiness component. It is run by a team of Career Services experts, Instructors, Program Managers, and assistants on staff and follows the same full-time schedule as Lambda School. This section repeated every week for 4 weeks.

Each week of Lambda X includes:

- Writing code every day
- Participation in whiteboarding sessions
- Building new or existing products/projects
- Attending meetups
- Frequent interview practice
- Guided job search

iOS Development

Required Program Length: 1280 hours / 32 weeks (Full Time)

960 hours / 64 weeks (Part Time)

Total Program Length including Guided Job Search & Portfolio Building:

1600 hours/40 weeks (Full Time)

1200 hours / 80 weeks (Part Time)

Cumulative Final Exam: None

Graduation Document: Certificate

Standard Occupational Codes / Potential Employment Titles: 15-1132

Sample of reported job titles: iOS Developer, Mobile iOS Developer, iOS Developer – Swift, Developer – iOS, Mobile Developer, Mobile App Developer, iOS Engineer, Mobile Engineer, Software Engineer – iOS, iOS Application Developer, iOS Software Developer

Program Description:

This program teaches the foundations of native iOS development and computer science. Students will learn mobile development using the most up to date technologies. Upon successful completion of the program, students will have built and worked on multiple iOS apps. This course of instruction prepares individuals for entry-level jobs such as: iOS developer, mobile developer, and iOS engineer. Graduates may find suitable employment with technology companies, as well as traditional companies with the need for mobile applications.

Program Objectives:

Upon successful completion of this program the student should be able to:

1. Develop iOS applications using Swift, Objective-C, the iOS SDK, and third-party frameworks
2. Perform data analysis for modeling on iOS, as well as designing effective user interfaces of that data
3. Understand, explain, and apply fundamental computer science concepts

Full-time Schedule: Mon-Fri 8 a.m. to 5 p.m. PST

Full-time Program Outline:

iOS Development Core	Course Title	Lecture	Lab
	Swift Fundamentals	14	24
	iOS Fundamentals I	14	24
	iOS Fundamentals II	14	24
	iOS Unit 1 Build Week: iOS Fundamentals	4	34
	iOS Networking Basics	14	24
	iOS User Interface	14	24
	Core Data	14	24
	iOS Unit 2 Build Week: Networking and Persistence	5	34
	Intermediate Swift	14	24
	iOS Code Quality	14	24
	Modularity	14	24
	iOS Unit 3 Build Week: Architecture and Testing	4	34
	iOS Media Programming	14	24
	Objective-C Fundamentals	14	24
	Advanced Objective-C	14	24
	iOS Unit 4 Build Week: Objective-C and Beyond	5	34
Total		186	424

Computer Science	Course Title	Lecture	Lab
	Intro to Python/OOP	14	24
	Algorithms	14	24
	Data Structures	14	24
	Build Week CS 1	4	34
	Hash Tables and Blockchain	14	24

	Graphs	14	24
	Computer Architecture	14	24
	Build Week CS 2	4	34
	Total Hours:	92	212

Career & Professional Development	Course Title	Lecture	Lab
	Introduction to Pursuing a Career in Tech	1	1
	Building Professional Self-Awareness	1	1
	Team Collaboration and Communication	1	1
	Growth and Reflection	1	1
	Professional Communications and Writing	1	1
	Building a Professional Brand	1	1
	Feedback and Conflict Resolution	1	1
	Creating Public Profiles	1	1
	Resume and LinkedIn Fundamentals	1	1
	Networking Fundamentals	1	1
	Presenting Your Work and Public Speaking	1	1
	Professionalism in the Tech Field	1	1
	Behavioral Interviewing: STAR and FEB	1	1
	Interview Etiquette	1	1
	Updating Your Network	1	1
	Workplace Wellness	1	1
	Diversity, Equity, and Inclusion	1	1
	Personal Finance	1	1
	HR, Company Ops, and Performance Evals	1	1
	Offers and Negotiations	1	1
	Ongoing Professional Development	1	1
	Mentorship	1	1
	Job Searching	1	1
	Total	23	23

Lambda Labs	Course Title	Lecture	Lab
	Lambda Labs I	5	35
	Lambda Labs II	5	35
	Lambda Labs III	5	35

	Lambda Labs IV	5	35
	Lambda Labs V	5	35
	Lambda Labs VI	5	35
	Lambda Labs VII	5	35
	Lambda Labs VIII	5	35
Total Hours:		40	280
Total Program Hours			1280

Job Search & Portfolio Building	Course Title	Lecture	Lab
	Endorsement Unit	5	35
	Endorsement Unit	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
Total Hours:		40	280
Total Job Search & Portfolio Building Hours			320

Part-time Schedule: Mon-Thurs (cohorts alternate between 4 p.m. to 7 p.m. and 6 p.m. to 9 p.m.), plus your choice of four weekends – Sat 9 a.m. to 12 noon PST.

Part-time Program Outline:

iOS Development Core	Course Title	Lecture	Lab
	Swift Fundamentals	12	17
	iOS Fundamentals I	12	17
	iOS Fundamentals II	11	17
	iOS Unit 1 Build Week: iOS Fundamentals	5	25
	iOS Networking Basics	11	17
	iOS User Interface	11	17
	Core Data	11	17
	iOS Unit 2 Build Week: Networking and Persistence	5	25
	Intermediate Swift	11	17
	iOS Code Quality	11	17

	Modularity	11	17
	iOS Unit 3 Build Week: Architecture and Testing	5	25
	iOS Media Programming	11	17
	Objective-C Fundamentals	11	17
	Advanced Objective-C	11	17
	iOS Unit 4 Build Week: Objective-C and Beyond	5	25
Total		154	304

Computer Science	Course Title	Lecture	Lab
	Intro to Python/OOP	11	17
	Algorithms	11	17
	Data Structures	11	17
	Build Week CS 1	5	24
	Hash Tables and Blockchain	11	17
	Graphs	11	17
	Computer Architecture	11	17
	Build Week CS 2	5	24
Total Hours:		74	150

Career & Professional Development	Course Title	Lecture	Lab
	Introduction to Pursuing a Career in Tech	1	1
	Building Professional Self-Awareness	1	1
	Team Collaboration and Communication	1	1
	Growth and Reflection	1	1
	Professional Communications and Writing	1	1
	Building a Professional Brand	1	1
	Feedback and Conflict Resolution	1	1
	Creating Public Profiles	1	1
	Resume and LinkedIn Fundamentals	1	1
	Networking Fundamentals	1	1
	Presenting Your Work and Public Speaking	1	1
	Professionalism in the Tech Field	1	1
	Behavioral Interviewing: STAR and FEB	1	1

	Interview Etiquette	1	1
	Updating Your Network	1	1
	Workplace Wellness	1	1
	Diversity, Equity, and Inclusion	1	1
	Personal Finance	1	1
	HR, Company Ops, and Performance Evals	1	1
	Offers and Negotiations	1	1
	Ongoing Professional Development	1	1
	Mentorship	1	1
	Job Searching	1	1
	Total	23	23

Lambda Labs	Course Title	Lecture	Lab
	Lambda Labs I	4	25
	Lambda Labs II	4	25
	Lambda Labs III	4	25
	Lambda Labs IV	4	25
	Lambda Labs V	4	25
	Lambda Labs VI	4	25
	Lambda Labs VII	4	25
	Lambda Labs VIII	4	25
	Total Hours	32	200
	Total Program Hours		960

Job Search & Portfolio Building	Course Title	Lecture	Lab
	Endorsement Unit	5	25
	Endorsement Unit	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Total Hours:	40	200
	Total Job Search & Portfolio Building Hours		240

COURSE DESCRIPTIONS

iOS Core Development

Swift Fundamentals

FT=38 Clock Hours/ PT=29 Clock Hours

Welcome to iOS Development! This Sprint introduces the primary language used to build iOS, macOS, tvOS, and watchOS apps, Swift.

You'll start by diving into three days of Swift fundamentals. Here you'll learn about data structures, control flow, looping, optionals, mutability, and other topics that are fundamental to writing well formed and clean Swift code.

Then, you'll move on to learning about Xcode and source control, the tools you'll be using to build and track applications on a daily basis. Xcode provides an integrated development environment (IDE) that transforms screen designs and code into working iOS applications.

iOS Fundamentals I

FT=38 Clock Hours/ PT=29 Clock Hours

You'll develop apps using view controllers, the building blocks of the iOS user interface and explore the rich library of interactive visual elements provided by Xcode's Interface Builder.

You'll learn about the Model-View-Controller (MVC) architecture used to structure conventional iOS apps. MVC supports code development that is easy to understand, maintain, and extend with new features.

You'll discover two container controllers – navigation controllers and tab bar controllers – allowing your users to move between view controllers and their content. You'll study the navigation controller stack, and how a system of "segues" allow you to prepare and switch control from one view controller to the next.

Finally, you'll dive into table views and table view controllers, which allow you to present information to users in a scrolling interactive list. Here you'll learn about delegation patterns, where the responsibility for providing data and responding to user actions can be handed off or, in the case of the Table View Controller, managed directly from a single view controller.

iOS Fundamentals II

FT=38 Clock Hours/ PT=28 Clock Hours

This sprint expands upon the fundamental concepts you've already learned and delves into tools used to build iOS apps. You'll learn about Auto Layout, the technology that allows you to construct adaptive layouts across iOS's wide range of devices and geometries, and dive further into table views and collection views.

Unit 1 Build Week: iOS Fundamentals FT=38 Clock Hours/ PT=30 Clock Hours

The project this week will give you a chance to practice and apply the concepts you've learned the past three weeks. You'll build a complete, full-featured iOS app

that does shows mastery of the basic app architecture and an understanding of Apple UI design principles.

iOS Networking Basics

FT=38 Clock Hours/ PT=28 Clock Hours

Nearly all iOS apps connect to the internet. Whether your app is for e-commerce, messaging, social networking, making restaurant reservations, making video calls, or streaming music, it needs to connect to the internet.

Networking refers to the ability of an app to send data to and receive data from the internet.

In this sprint, you'll learn how to use iOS's networking system to communicate with internet servers using REST and JSON. You'll also be introduced to closures and basic concurrency in Swift.

iOS User Interface

FT=38 Clock Hours/ PT=28 Clock Hours

Great apps have great user interfaces. From the very beginning, iOS has emphasized apps that are polished, good-looking, and fun. In this sprint, you'll learn how to create and customize user interfaces, as well as how to do animations on iOS.

Core Data

FT=38 Clock Hours/ PT=28 Clock Hours

Core Data is Apple's framework for persistence and object graph management. Fundamentally, it helps you save and load persistent data in your app. But Core Data's capabilities go far beyond persistence. It is a powerful, flexible framework that helps you implement the entire model layer in your applications.

Besides persistence, it generates model class code for you, maintains the consistency of relationships between your objects, gives you automatic undo/redo support, includes performance optimizations for large data sets, supports migrations between data formats, includes a powerful query system, and more.

Using Core Data, you can implement sophisticated model functionality without writing much code. In this sprint, you'll learn the fundamentals of Core Data including creating Core Data models, the details of the Core Data "stack," how to create, modify, delete, and save model objects, query (fetch) objects, etc. You'll also practice using Core Data as a persistent store of network-synced data. Finally, you'll see how to correctly use Core Data in concurrent code.

Unit 2 Build Week: Networking and Persistence FT=39 Clock Hours/ PT=30 Clock Hours

The project this week will give you a chance to practice and apply the concepts you've learned the past three weeks. You'll build an iOS app that includes networking with external APIs and data persistence with Core Data.

Intermediate Swift

FT=38 Clock Hours/ PT=28 Clock Hours

For this sprint, we'll dive deeper into some Swift programming topics including more advanced uses of Codable, Swift Generics, and concurrency. For concurrency in particular, we'll talk about some of the fundamental ideas behind concurrency,

common problems encountered when using multiple threads, as well as the two most common concurrency APIs on iOS: Grand Central Dispatch, and Operation/OperationQueue.

iOS Code Quality

FT=38 Clock Hours/ PT=28 Clock Hours

Debugging and Unit Testing are core skills that you'll use to ensure the quality of the code you write. Xcode's debugging tools allow you to find, understand, and fix problems in your code. Unit Testing helps you ensure that your code is free of bugs in an automated way. This week, you'll learn how to do debugging and write unit tests.

Modularity

FT=38 Clock Hours/ PT=28 Clock Hours

Good code is code that can be easily understood, debugged, maintained, extended, and refactored. Part of writing good code includes writing code that solves a big problem by composing solutions to small problems using modular code.

In this sprint, you'll learn techniques for keeping code well-factored and modular.

Unit 3 Build Week: Architecture and Testing FT=38 Clock Hours/ PT=30 Clock Hours

The project this week will give you a chance to practice and apply the concepts you've learned the past three weeks. You'll build an iOS app that includes modular, well tested code.

iOS Media Programming

FT=38 Clock Hours/ PT=28 Clock Hours

iOS is a powerful platform for media, including images, audio, and video. In this sprint, you'll learn how to use media in your iOS apps. We'll cover playing and recording audio, how to process and filter images, video playback, and capturing images and video from the camera.

Objective-C Fundamentals

FT=38 Clock Hours/ PT=28 Clock Hours

In 2014, Apple introduced Swift, their new programming language for development on their platforms. Up until that point, native iOS and Mac development was done using Objective-C. Even now, Apple uses Objective-C for nearly all framework development, meaning UIKit, Core Data, etc. are themselves written entirely in Objective-C.

Objective-C is a unique language with a lot to recommend it, as well as things that make it difficult. Despite the rapid adoption of Swift, Objective-C continues to be a vitally important language for working iOS developers. In your career, you're very likely to end up encountering Objective-C. Whether you're writing it exclusively, or just want to be able to read older sample code, Stack Overflow answers, etc., you need to be comfortable with Objective-C.

In this sprint, you'll learn the fundamentals of Objective-C, and will use it to write iOS apps.

Advanced Objective-C**FT=38 Clock Hours/ PT=28 Clock Hours**

Swift was designed from the beginning to work seamlessly with Objective-C. After all, UIKit and each of the other iOS system frameworks are written in Objective-C, and so for Swift to be useful for iOS apps it needs to interoperate with Objective-C.

In this sprint, you'll dive deeper into Objective-C, with a particular focus on how to use Objective-C and Swift together, as well as with concepts that are unique to Objective-C but influence code you'll write in Swift.

Unit 4 Build Week: Objective-C and Beyond FT=39 Clock Hours/ PT=30 Clock Hours

This project week is a continuation of a previous build week. You will be able to apply the new concepts you learned from the past three weeks to expand your application's functionality beyond an MVP product.

Computer Science

Prerequisite: Successful completion of all courses within Development Core

Intro to Python/OOP**FT=38 Clock Hours/ PT=28 Clock Hours**

Learn the Python programming language and the basics of the Object-Oriented Programming (OOP) paradigm.

Algorithms**FT=38 Clock Hours/ PT=28 Clock Hours**

In this sprint, students will be introduced to how to formally think about and solve algorithmic problems as part of the Algorithms module. Some classic algorithmic paradigms will also be introduced, as well as time and space complexity and Big-O notation.

Data Structures**FT=38 Clock Hours/ PT=28 Clock Hours**

In this sprint, students will be familiarizing themselves with fundamental data structures, specifically linked lists, queues, binary search trees, and heaps.

Build Week CS 1**FT=38 Clock Hours/ PT=29 Clock Hours**

In this build week, students will apply the knowledge they have learned in the last three units to build a comprehensive project.

Hash Tables and Blockchain**FT=38 Clock Hours/ PT=28 Clock Hours**

This week, we'll be looking at one of the speediest structures that we'll study: Hash Tables. After that, we'll examine Blockchain, the basis for many cryptocurrencies.

Graphs**FT=38 Clock Hours/ PT=28 Clock Hours**

We will explore how to implement graphs, and several of the algorithms surrounding graphs to how they can be applied to solving real-world problems.

Computer Architecture**FT=38 Clock Hours/ PT=28 Clock Hours**

This sprint will explore how computers work at a very low level, giving you additional perspective that will help you approach software development with more confidence.

Build Week CS 2 FT=38 Clock Hours/ PT=29 Clock Hours

In this build week, students will apply the knowledge they have learned in the last three units to build a comprehensive project.

Career and Professional Development

Prerequisite: Successful completion of all courses within Development Core

Introduction to Pursuing a Career in Tech FT=2 Clock Hours/ PT=2 Clock Hours

This introductory sprint lays out expectations for careers in the tech field and introduces career and professional development at Lambda School.

Building Professional Self-Awareness FT=2 Clock Hours/ PT=2 Clock Hours

This sprint guides students through understanding personal tendencies, preferences, and personal needs to work more effectively both as an individual contributor and teammate.

Team Collaboration and Communication FT=2 Clock Hours/ PT=2 Clock Hours

This sprint covers the basics of effective teamwork, using students' first Build Week (sprint 4) as the foundation to practice collaboration and communication strategies.

Growth and Reflection FT=2 Clock Hours/ PT=2 Clock Hours

Students are prompted to reflect on individual performance, feedback, success, and challenges to set actionable goals for further professional development.

Professional Communications and Writing FT=2 Clock Hours/ PT=2 Clock Hours

Introduces the basics of professional communication, both spoken and written. Fundamentals of most common written communication forms (emails, summaries, presentations, and DMs) are covered.

Building a Professional Brand FT=2 Clock Hours/ PT=2 Clock Hours

A cohesive, consistent professional brand is the cornerstone to an efficient job search strategy. In this sprint, students will create a brand outline for themselves, and build out a personal marketing plan that will serve as the foundation for their career materials and job search.

Feedback and Conflict Resolution FT=2 Clock Hours/ PT=2 Clock Hours

This sprint, which is students' second Build Week, builds off of the foundations covered in Sprint 4 (Team Collaboration and Communication) by digging into how to deliver and receive professional feedback and manage interpersonal and team challenges in the workplace.

Creating Public Profiles FT=2 Clock Hours/ PT=2 Clock Hours

This sprint lays the foundation for all of the online profiles students will build, including social media, LinkedIn, and blogs. Students will learn how to create relevant and professional profiles, how to maintain them, and how to use these to network and build out their professional brand.

Resume and LinkedIn Fundamentals FT=2 Clock Hours/ PT=2 Clock Hours

Resumes and LinkedIn are often a candidate's best chance for making a good first impression to a potential employer. This sprint will cover the must-haves for a resume and LinkedIn profile, as well as how recruiters use LinkedIn algorithms and ATS (applicant tracking software) to scan materials for keywords.

Networking Fundamentals**FT=2 Clock Hours/ PT=2 Clock Hours**

Roughly 80% of jobs are found through networking. Knowing one's personal networking style, how to find opportunities, and how to maintain a network are some of the highest-leverage skills a job searcher can have. This lesson will cover these basics and lay the foundation for future networking lessons.

Presenting Your Work and Public Speaking FT=2 Clock Hours/ PT=2 Clock Hours

Public speaking is a broad and vital career skill. Students will learn how to present their work to a range of audience sizes and participant types, as well as through different formats and platforms. Remote versus in-person, formality levels, ways to conquer nerves, and how to target your audience will be covered in this sprint, and students will be invited to practice these skills at the end of the week through Build Week presentations.

Professionalism in the Tech Field**FT=2 Clock Hours/ PT=2 Clock Hours**

There are unspoken expectations in norms in any environment, and while many of the expectations in the tech field mirror that of other corporate environments, there are also important nuances. This sprint prepares students for the range of expectations in technical roles with foundations that are transferable to any work environment.

Behavioral Interviewing: STAR and FEB**FT=2 Clock Hours/ PT=2 Clock Hours**

Building off of the previous sprint, students will learn strategies for responding to a range of behavioral interview questions using the STAR and FEB methods of storytelling. After this lesson, students will have the tools and knowledge to answer any behavioral interview question.

Interview Etiquette**FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint's objective is to demystify the many unspoken or subtle nuances to professional interviewing. When to follow up, how to know what to wear, ways to mask nerves, and other strategies will be covered in this lesson.

Updating Your Network**FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint builds off of earlier networking lessons by encouraging students to prioritize regular follow-up with their networks. Students will learn high-impact and efficient ways to prioritize ongoing networking throughout Lambda School and their careers.

Workplace Wellness**FT=2 Clock Hours/ PT=2 Clock Hours**

Students will learn the value of maintaining work/life balance and strategies for practicing wellness in busy work environments. Lessons will cover productivity,

breaks, and mental health in the workplace, and tools students can use to maintain these.

Diversity, Equity, and Inclusion**FT=2 Clock Hours/ PT=2 Clock Hours**

In this sprint, students will be encouraged to see diversity and inclusion as a critical part of building a well-rounded team, and will understand both the professional and interpersonal value that inclusive work environments bring to all employees.

Personal Finance**FT=2 Clock Hours/ PT=2 Clock Hours**

Part of supporting students' career transitions is setting them up for success in a range of financial situations, particularly those that represent a drastic shift in income. Students will learn the fundamentals of personal financial management, and receive a range of resources for additional coaching and support in building their financial literacy.

HR, Company Ops, and Performance Eval **FT=2 Clock Hours/ PT=2 Clock Hours**

Part of career success is knowing how to navigate the systems and processes that exist in all companies. While these vary somewhat from employer to employer, all students can expect to work with HR in their career. This sprint covers the basics of company and HR operations.

Offers and Negotiations**FT=2 Clock Hours/ PT=2 Clock Hours**

Students will learn the basics of navigating offers and negotiations. Students will build an understanding of how to professionally balance multiple offers and use them to negotiate their compensation. Students will also build familiarity with non-disclosure agreements and intellectual property clauses.

Ongoing Professional Development**FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint builds off of multiple earlier lessons by recapping the professional development activities that all students should maintain while attending Lambda School and throughout their career. Students will reflect on their professional development to date, and set goals for the remainder of their time in Lambda School to build habits around consistent growth.

Mentorship**FT=2 Clock Hours/ PT=2 Clock Hours**

Each student will have the opportunity to be matched with a mentor in their local area and job field. Students will also be encouraged to find their own mentors throughout their careers. This sprint primes students to find mentors and utilize them as critical relationships to support their professional development.

Job Searching**FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint will introduce job searching in the tech field to students. At this point in the program, students may wish to start ramping up their networking and research efforts in preparation. In this sprint, students will create a job search plan that they can implement immediately, or revisit later depending on their search readiness.

Lambda Labs Career Preparation	FT=3 Clock Hours/ PT=3 Clock Hours
During Lambda Labs, students focus on polishing their job search artifacts (resume, LinkedIn, portfolio, and GitHub) and preparing for both technical and behavioral interviews. Guided workshops on these topics build off of fundamentals covered during students' core curriculum, working towards job search readiness by the culmination of Labs.	

Lambda Labs

Prerequisite: Successful completion of all courses within Development Core

Labs I	FT=40 Clock Hours/ PT=30 Clock Hours
During this sprint, students will conduct user research and discovery to identify and prioritize features to build in their app. They'll complete a Product Vision Document and several Feature Canvases.	

Labs II	FT=40 Clock Hours/ PT=30 Clock Hours
During this sprint, students will complete a pre-production exercise then build and deploy the skeleton of their capstone project, including user account models and a minimal front and back end.	

Labs III	FT=40 Clock Hours/ PT=30 Clock Hours
In this sprint, students will integrate all of the components that will make up their app. Servers, APIs, services, etc. all must work together as one.	

Labs IV	FT=40 Clock Hours/ PT=30 Clock Hours
During this sprint, students start to build out the main functionality of their application.	

Labs V	FT=40 Clock Hours/ PT=30 Clock Hours
Students will then continue to build out the main functionality of their application. The week culminates in a functional demo of all features of their application.	

Labs VI	FT=40 Clock Hours/ PT=30 Clock Hours
During this sprint, students will finalize the functionality of their application and implement a presentation that follows accepted UI/UX conventions.	

Labs VII	FT=40 Clock Hours/ PT=30 Clock Hours
Next, students will deploy their app to production, implement monitoring and usage metrics and tracking, and recruit users for their app.	

Labs VIII	FT=40 Clock Hours/ PT=30 Clock Hours
Finally, students will add the final polishing to their app and each student will produce a four-minute marketing video.	

Job Search & Portfolio Building

Prerequisite: Successful completion of the required program

Endorsement Unit FT=40 Clock Hours per Sprint/ PT=20 Clock Hours per Sprint

The Endorsement Unit is for students who have completed their development core, Lambda Labs, and computer science assessments and who are ready for their final endorsement review.

The purpose of the unit is to help students prepare for and pass their final assessment where they demonstrate mastery of program-level learning outcomes. The assessment is designed to summarize the competencies attained in each program and will allow students to demonstrate significant professional, technical, and personal skills that have been obtained. There are various technical and professional related activities to support students in passing their final endorsement. Examples include attending lectures, reviews, portfolio polishing, coding exercises, whiteboarding practice, etc.

The unit will last 1-4 weeks, depending on the time each student needs to complete the final endorsement review. Students that complete it will attend a weekly kick off with the X program manager, their career coach, and the solutions team to begin their supported job search.

Job Search & Portfolio Building (Lambda X) FT=40 Clock Hours per Sprint/ PT=20 Clock Hours per

Prerequisite: Successful completion of all courses within Development Core, Lambda Labs, Endorsement Unit and Computer Science

Lambda X is a guided job search support program for Students who have received Lambda's endorsement. It integrates portfolio building with a job search and career-readiness component. It is run by a team of Career Services experts, Instructors, Program Managers, and assistants on staff and follows the same full-time schedule as Lambda School. This section repeated every week for 4 weeks.

Each week of Lambda X includes:

- Writing code every day
- Participation in whiteboarding sessions
- Building new or existing products/projects
- Attending meetups
- Frequent interview practice
- Guided job search

DATA SCIENCE

Required Program Length: 1280 hours / 32 weeks (Full Time)
960 hours / 64 weeks (Part Time)

Total Program Length including Guided Job Search & Portfolio Building:

1600 hours/40 weeks (Full Time)
1200 hours / 80 weeks (Part Time)

Cumulative Final Exam: None

Graduation Document: Certificate

Standard Occupational Codes / Potential Employment Titles: 15-1111

Sample of reported job titles: Data Scientist, Data Analyst, Business Intelligence Analyst, Machine Learning Engineer, Data Engineer, Software Engineer

Program Description:

In this program students learn industry-current tools and techniques for data science, adopting best practices in the Python ecosystem. This program will take the student from a solid foundation to employing advanced statistical models. This course of instruction prepares individuals for entry-level jobs such as data analyst and machine learning engineer. Graduates may find suitable employment with technology companies as well as traditional companies looking to take better advantage of their existing data.

Program Objectives:

Upon successful completion of this program the student should be able to:

1. Analyze data of a variety of types
2. Build reproducible analyses and data-powered systems
3. Be able to glean, communicate, and build on insights from data

Full-time Schedule: Mon-Fri 8 a.m. to 5 p.m. Pacific

Full-time Program Outline:

Data Science Core	Course Title	Lecture	Lab
	Data Wrangling and Storytelling	14	24
	Statistical Tests and Experiments	14	24
	Linear Algebra	14	24
	DS Unit 1 Build Week	4	34
	Linear Models	14	24
	Kaggle Challenge	14	24
	Applied Modeling	14	24
	DS Unit 2 Build Week	5	34
	Software Engineering and Reproducible Research	14	24
	SQL and Databases	14	24

	Productization and Cloud	14	24
	DS Unit 3 Build Week	4	34
	Natural Language Processing	14	24
	Natural Network Foundations	14	24
	Major Neural Network Architectures	14	24
	DS Unit 4 Build Week	5	34
Total Hours		186	424

Computer Science	Course Title	Lecture	Lab
	Intro to Python/OOP	14	24
	Algorithms	14	24
	Data Structures	14	24
	Build Week CS 1	4	34
	Hash Tables and Blockchain	14	24
	Graphs	14	24
	Computer Architecture	14	24
	Build Week CS 2	4	34
Total Hours		92	212

Career & Professional Development	Course Title	Lecture	Lab
	Introduction to Pursuing a Career in Tech	1	1
	Building Professional Self-Awareness	1	1
	Team Collaboration and Communication	1	1
	Growth and Reflection	1	1
	Professional Communications and Writing	1	1
	Building a Professional Brand	1	1
	Feedback and Conflict Resolution	1	1
	Creating Public Profiles	1	1
	Resume and LinkedIn Fundamentals	1	1
	Networking Fundamentals	1	1
	Presenting Your Work and Public Speaking	1	1
	Professionalism in the Tech Field	1	1

	Behavioral Interviewing: STAR and FEB	1	1
	Interview Etiquette	1	1
	Updating Your Network	1	1
	Workplace Wellness	1	1
	Diversity, Equity, and Inclusion	1	1
	Personal Finance	1	1
	HR, Company Ops, and Performance Evals	1	1
	Offers and Negotiations	1	1
	Ongoing Professional Development	1	1
	Mentorship	1	1
	Job Searching	1	1
Total		23	23

Lambda Labs	Course Title	Lecture	Lab
	Lambda Labs I	5	35
	Lambda Labs II	5	35
	Lambda Labs III	5	35
	Lambda Labs IV	5	35
	Lambda Labs V	5	35
	Lambda Labs VI	5	35
	Lambda Labs VII	5	35
	Lambda Labs VIII	5	35
Total Hours		40	280
Total Program Hours			1280

Job Search & Portfolio Building	Course Title	Lecture	Lab
	Endorsement Unit	5	35
	Endorsement Unit	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35

Total Hours	40	280
Total Career Services Hours		320

Part-time Schedule: Mon-Thurs (cohorts alternate between 4 p.m. to 7 p.m. and 6 p.m. to 9 p.m. PST), plus your choice of four weekends – Sat 9 a.m. to 12 noon PST.

Part-time Program Outline:

Data Science Core	Course Title	Lecture	Lab
	Data Wrangling and Storytelling	12	17
	Statistical Tests and Experiments	12	17
	Linear Algebra	11	17
	DS Unit 1 Build Week	5	25
	Linear Models	11	17
	Kaggle Challenge	11	17
	Applied Modeling	11	17
	DS Unit 2 Build Week	5	25
	Software Engineering and Reproducible Research	11	17
	SQL and Databases	11	17
	Productization and Cloud	11	17
	DS Unit 3 Build Week	5	25
	Natural Language Processing	11	17
	Natural Network Foundations	11	17
	Major Neural Network Architectures	11	17
	DS Unit 4 Build Week	5	25
Total		154	304

Computer Science	Course Title	Lecture	Lab
	Intro to Python/OOP	11	17
	Algorithms	11	17
	Data Structures	11	17
	Build Week CS 1	4	24
	Hash Tables and Blockchain	11	17
	Graphs	11	17
	Computer Architecture	11	17
	Build Week CS 2	4	24

Total Hours:	74	150
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Career & Professional Development	Course Title	Lecture	Lab
	Introduction to Pursuing a Career in Tech	1	1
	Building Professional Self-Awareness	1	1
	Team Collaboration and Communication	1	1
	Growth and Reflection	1	1
	Professional Communications and Writing	1	1
	Building a Professional Brand	1	1
	Feedback and Conflict Resolution	1	1
	Creating Public Profiles	1	1
	Resume and LinkedIn Fundamentals	1	1
	Networking Fundamentals	1	1
	Presenting Your Work and Public Speaking	1	1
	Professionalism in the Tech Field	1	1
	Behavioral Interviewing: STAR and FEB	1	1
	Interview Etiquette	1	1
	Updating Your Network	1	1
	Workplace Wellness	1	1
	Diversity, Equity, and Inclusion	1	1
	Personal Finance	1	1
	HR, Company Ops, and Performance Evaluations	1	1
	Offers and Negotiations	1	1
	Ongoing Professional Development	1	1
	Mentorship	1	1
	Job Searching	1	1
Total		23	23

Lambda Labs	Course Title	Lecture	Lab
	Lambda Labs I	4	25
	Lambda Labs II	4	25

	Lambda Labs III	4	25
	Lambda Labs IV	4	25
	Lambda Labs V	4	25
	Lambda Labs VI	4	25
	Lambda Labs VII	4	25
	Lambda Labs VIII	4	25
Total Hours:		32	200
Total Program Hours			960

Job Search & Portfolio Building	Course Title	Lecture	Lab
	Endorsement Unit	5	25
	Endorsement Unit	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
Total Hours:		40	200
Total Advanced Labs Hours			240

COURSE DESCRIPTIONS

Data Science Core

Data Wrangling and Storytelling

FT=38 Clock Hours/ PT=29 Clock Hours

Loading data is a fundamental, and deceptively challenging, step. Getting it in the right “shape” and format for analysis and modeling is always a challenge. This week we’ll practice these skills, and learn to appreciate the many tools Python gives us for these tasks.

Statistical Tests and Experiments

FT=38 Clock Hours/ PT=29 Clock Hours

An important application of statistics is designing and evaluating experiments. In the context of web applications, often this means an A/B test where users are exposed to different versions of a site and their behavior/outcomes compared.

How do you design a good, and valid, experiment? How long should you run your experiment? How do you evaluate the outcome of an experiment? How do you

balance all this math and science with the practical business and product concerns you're working with? These are the sorts of questions we'll discuss in this sprint.

Linear Algebra

FT=38 Clock Hours/ PT=28 Clock Hours

Linear Algebra is the foundation of nearly all the numerical routines used for practical statistics and machine learning. It's a deep topic, but this week we'll learn enough to appreciate how it is used and applied to the many models we'll learn.

DS Unit 1 Build Week

FT=38 Clock Hours/ PT=30 Clock Hours

This week, you will complete your own data storytelling project! Create a notebook and publish a blog post for your personal portfolio.

Linear Models

FT=38 Clock Hours/ PT=28 Clock Hours

Unit 2 is about Predictive Modeling, also known as supervised machine learning with labeled, tabular data! We can make models to predict continuous numbers, and answer questions like "How much?" or "How many?" This modeling task is called regression. We'll begin our study of predictive modeling with linear models for regression tasks: ordinary least squares regression, and ridge regression. We can also make models to predict discrete classes, and answer questions like "Is this A or B or C?" This modeling task is called classification. We'll continue our study of predictive modeling with a linear model for classification tasks, called logistic regression.

Kaggle Challenge

FT=38 Clock Hours/ PT=28 Clock Hours

We'll continue our study of predictive modeling with tree-based models, such as decision trees and random forests. We'll also learn how to clean data with outliers, impute missing values, encode categoricals, and engineer new features. This sprint, your project is about water pumps in Tanzania. Can you predict which water pumps are faulty?

Applied Modeling

FT=38 Clock Hours/ PT=28 Clock Hours

For your portfolio project, you will choose your own labeled, tabular dataset, train a predictive model, and publish a web app or blog post with visualizations to explain your model. You will use your chosen dataset for all assignments during the Applied Modeling sprint. You'll learn how to define machine learning problems, begin the modeling process, choose targets, choose evaluation metrics, and avoid leakage. You'll improve your model predictions with powerful models like gradient boosting and feature selection techniques like hyperparameter optimization. You'll improve your model interpretation with insightful visualizations like partial dependence plots and shapley value force plots. Applying predictive modeling to real decisions isn't easy, but these are the skills employers are looking for!

DS Unit 2 Build Week

FT=39 Clock Hours/ PT=30 Clock Hours

For your portfolio project, you will choose your own labeled, tabular dataset, train a predictive model, and publish a blog post or web app with visualizations to explain your model. This project builds on work from throughout the unit, culminating in a project and presentation of your results.

Software Engineering and Reproducible Research FT=38 Clock Hours/ PT=28 Clock Hours

“A data scientist knows more about statistics than a software engineer, and more about programming than a statistician.”

Being a data scientist means applying statistics and analysis of data, writing real working code that runs and gets results. You’ve been doing that your entire time at Lambda School, but much of our work has been in the land of Python notebooks, a useful but limited environment intended for exploration, not engineering.

Some place a divide between science and engineering – theory and practice, ideas and application. A skilled data scientist masters both: science informs engineering, and engineering increases the rigor of science by making it reproducible and scalable.

In this unit we will build the core skills needed to communicate and work with software engineers. You may have pleasantly surprised colleagues if you not only know the latest and greatest machine learning model but build and approach it with software development best practices.

To do this, we will go beyond Python notebooks, into the world of modules, packages, containers, and more.

SQL and Databases

FT=38 Clock Hours/ PT=28 Clock Hours

What does “data” look like? If you try to picture it, you probably see rows and columns on a spreadsheet or CSV, that can be conveniently loaded with pandas and cleaned and analyzed from there. As a data scientist, this will often be the form you want your data to be in, but it’s probably not how your data started.

Most modern data is generated automatically by human interaction with a web-backed application – every app they download, every click they make, all travels over a network and is saved by the server. Though in the rawest of forms this may be a log file, in most cases where it really goes is a database.

So, what is a database? A place for data! If it’s relational, it’s actually still pretty close to that rows and columns picture, though with some important additional functionality. These databases are commonly accessed using SQL – Structured Query Language – a standard based on relational algebra, and a useful tool known not just by data scientists but by software engineers, MBAs, and more.

If it’s so-called “NoSQL,” then it’s most likely a document-oriented database (or document store), which, despite the glamor, is essentially a bunch of key-value pairs. What key-value pair object are you already familiar with? Python dicts!

In this sprint we will learn about both of the above paradigms, and how the separation between them is not as fine a line as you may think.

Productization and Cloud**FT=38 Clock Hours/ PT=28 Clock Hours**

For a computer program to be “real”, it has to be available – these days, that means deployed to the cloud. But what is the cloud, and what does it mean to build and deploy something to it? We’ll learn that and more in this sprint.

DS Unit 3 Build Week**FT=38 Clock Hours/ PT=30 Clock Hours**

Now that you’ve learned more about software engineering, it’s time to work with students in other programs at Lambda School and build a real working application that incorporates data science.

Natural Language Processing**FT=38 Clock Hours/ PT=28 Clock Hours**

A particularly common set of unstructured data is the sort of information you are consuming right now – natural language, in written or spoken form.

Human language is a fascinating phenomenon and powerful expressive tool, but despite the many rules of grammar language is not a fully defined deterministic system in the same way that programming languages (like Python) are. Language can be thought of as semi-structured, but even the structure it has (nouns, adjectives, verbs, etc.) can be difficult to recognize. Most humans are fluent in one or more languages, but even that fluency doesn’t mean they can explicitly list or consciously understand the “rules” they are following.

Nonetheless, human language is the main form of content on the Internet (and beyond), and the ability to computationally process it at scale can lead to many compelling products. A brand may want to track the sentiment of users towards them on social media before and after an advertising campaign, or a news service may want to recognize key entities in a news story to generate a high-quality automated summary. But text is not numbers, and even representing it as ASCII/Unicode values doesn’t capture the meaning, just the abstract labeling of symbols. How can we hope to achieve these sorts of tasks?

In this sprint we will learn assorted NLP (Natural Language Processing) techniques. Many involve cleaning and preprocessing, which can then allow us to feed the data into the more traditional statistical models we are familiar with. There are also more advanced specialized models that are particularly conducive to NLP which we will address.

Neural Network Foundations**FT=38 Clock Hours/ PT=28 Clock Hours**

Neural Networks, or the latest and greatest in predictive modeling. Or is it? Inspired by biology and based on math that’s been around for decades, the past few years have seen some pretty impressive results as computational resources allow running much larger networks.

Major Neural Network Architectures**FT=38 Clock Hours/ PT=28 Clock Hours**

Now that you’ve learned the foundations of Neural Networks, it’s time to go deep! All “deep learning” really means is “there’s at least some hidden layers,” but there’s a

great deal of variety both in the layer architecture and the behavior of individual "neurons" in the network.

We'll study a few of the most effective recent innovations in neural networks and deep learning and think a bit about what the future may hold. Is deep learning the path to artificial general intelligence? Probably not – but it's a pretty useful tool along the way.

DS Unit 4 Build Week**FT=39 Clock Hours/ PT=30 Clock Hours**

You now know a variety of powerful techniques for modeling and predicting data. Your goal this week is to apply them to another build week project, building a real working application of data science and collaborating with students across the school.

Computer Science

Prerequisite: Successful completion of all courses within Development Core

Intro to Python/OOP**FT=38 Clock Hours/ PT=28 Clock Hours**

Learn the Python programming language and the basics of the Object-Oriented Programming (OOP) paradigm.

Algorithms**FT=38 Clock Hours/ PT=28 Clock Hours**

In this sprint, students will be introduced to how to formally think about and solve algorithmic problems as part of the Algorithms module. Some classic algorithmic paradigms will also be introduced, as well as time and space complexity and Big-O notation.

Data Structures**FT=38 Clock Hours/ PT=28 Clock Hours**

In this sprint, students will be familiarizing themselves with fundamental data structures, specifically linked lists, queues, binary search trees, and heaps.

Build Week CS 1**FT=38 Clock Hours/ PT=29 Clock Hours**

In this build week, students will apply the knowledge they have learned in the last three units to build a comprehensive project.

Hash Tables and Blockchain**FT=38 Clock Hours/ PT=28 Clock Hours**

This week, we'll be looking at one of the speediest structures that we'll study: Hash Tables. After that, we'll examine Blockchain, the basis for many cryptocurrencies.

Graphs**FT=38 Clock Hours/ PT=28 Clock Hours**

We will explore how to implement graphs, and several of the algorithms surrounding graphs to how they can be applied to solving real-world problems.

Computer Architecture**FT=38 Clock Hours/ PT=28 Clock Hours**

This sprint will explore how computers work at a very low level, giving you additional perspective that will help you approach software development with more confidence.

Build Week CS 2**FT=38 Clock Hours/ PT=29 Clock Hours**

In this build week, students will apply the knowledge they have learned in the last three units to build a comprehensive project.

Career and Professional Development

Prerequisite: Successful completion of all courses within Development Core

Introduction to Pursuing a Career in Tech FT=2 Clock Hours/ PT=2 Clock Hours

This introductory sprint lays out expectations for careers in the tech field and introduces career and professional development at Lambda School.

Building Professional Self-Awareness FT=2 Clock Hours/ PT=2 Clock Hours

This sprint guides students through understanding personal tendencies, preferences, and personal needs to work more effectively both as an individual contributor and teammate.

Team Collaboration and Communication FT=2 Clock Hours/ PT=2 Clock Hours

This sprint covers the basics of effective teamwork, using students' first Build Week (sprint 4) as the foundation to practice collaboration and communication strategies.

Growth and Reflection**FT=2 Clock Hours/ PT=2 Clock Hours**

Students are prompted to reflect on individual performance, feedback, success, and challenges to set actionable goals for further professional development.

Professional Communications and Writing FT=2 Clock Hours/ PT=2 Clock Hours

Introduces the basics of professional communication, both spoken and written. Fundamentals of most common written communication forms (emails, summaries, presentations, and DMs) are covered.

Building a Professional Brand**FT=2 Clock Hours/ PT=2 Clock Hours**

A cohesive, consistent professional brand is the cornerstone to an efficient job search strategy. In this sprint, students will create a brand outline for themselves, and build out a personal marketing plan that will serve as the foundation for their career materials and job search.

Feedback and Conflict Resolution**FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint, which is students' second Build Week, builds off of the foundations covered in Sprint 4 (Team Collaboration and Communication) by digging into how to deliver and receive professional feedback and manage interpersonal and team challenges in the workplace.

Creating Public Profiles**FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint lays the foundation for all of the online profiles students will build, including social media, LinkedIn, and blogs. Students will learn how to create relevant and professional profiles, how to maintain them, and how to use these to network and build out their professional brand.

Resume and LinkedIn Fundamentals **FT=2 Clock Hours/ PT=2 Clock Hours**
Resumes and LinkedIn are often a candidate's best chance for making a good first impression to a potential employer. This sprint will cover the must-haves for a resume and LinkedIn profile, as well as how recruiters use LinkedIn algorithms and ATS (applicant tracking software) to scan materials for keywords.

Networking Fundamentals **FT=2 Clock Hours/ PT=2 Clock Hours**
Roughly 80% of jobs are found through networking. Knowing one's personal networking style, how to find opportunities, and how to maintain a network are some of the highest-leverage skills a job searcher can have. This lesson will cover these basics and lay the foundation for future networking lessons.

Presenting Your Work and Public Speaking **FT=2 Clock Hours/ PT=2 Clock Hours**
Public speaking is a broad and vital career skill. Students will learn how to present their work to a range of audience sizes and participant types, as well as through different formats and platforms. Remote versus in-person, formality levels, ways to conquer nerves, and how to target your audience will be covered in this sprint, and students will be invited to practice these skills at the end of the week through Build Week presentations.

Professionalism in the Tech Field **FT=2 Clock Hours/ PT=2 Clock Hours**
There are unspoken expectations in norms in any environment, and while many of the expectations in the tech field mirror that of other corporate environments, there are also important nuances. This sprint prepares students for the range of expectations in technical roles with foundations that are transferable to any work environment.

Behavioral Interviewing: STAR and FEB **FT=2 Clock Hours/ PT=2 Clock Hours**
Building off of the previous sprint, students will learn strategies for responding to a range of behavioral interview questions using the STAR and FEB methods of storytelling. After this lesson, students will have the tools and knowledge to answer any behavioral interview question.

Interview Etiquette **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint's objective is to demystify the many unspoken or subtle nuances to professional interviewing. When to follow up, how to know what to wear, ways to mask nerves, and other strategies will be covered in this lesson.

Updating Your Network **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint builds off of earlier networking lessons by encouraging students to prioritize regular follow-up with their networks. Students will learn high-impact and efficient ways to prioritize ongoing networking throughout Lambda School and their careers.

Workplace Wellness **FT=2 Clock Hours/ PT=2 Clock Hours**
Students will learn the value of maintaining work/life balance and strategies for practicing wellness in busy work environments. Lessons will cover productivity,

breaks, and mental health in the workplace, and tools students can use to maintain these.

Diversity, Equity, and Inclusion**FT=2 Clock Hours/ PT=2 Clock Hours**

In this sprint, students will be encouraged to see diversity and inclusion as a critical part of building a well-rounded team, and will understand both the professional and interpersonal value that inclusive work environments bring to all employees.

Personal Finance**FT=2 Clock Hours/ PT=2 Clock Hours**

Part of supporting students' career transitions is setting them up for success in a range of financial situations, particularly those that represent a drastic shift in income. Students will learn the fundamentals of personal financial management, and receive a range of resources for additional coaching and support in building their financial literacy.

HR, Company Ops, and Performance Eval **FT=2 Clock Hours/ PT=2 Clock Hours**

Part of career success is knowing how to navigate the systems and processes that exist in all companies. While these vary somewhat from employer to employer, all students can expect to work with HR in their career. This sprint covers the basics of company and HR operations.

Offers and Negotiations**FT=2 Clock Hours/ PT=2 Clock Hours**

Students will learn the basics of navigating offers and negotiations. Students will build an understanding of how to professionally balance multiple offers and use them to negotiate their compensation. Students will also build familiarity with non-disclosure agreements and intellectual property clauses.

Ongoing Professional Development**FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint builds off of multiple earlier lessons by recapping the professional development activities that all students should maintain while attending Lambda School and throughout their career. Students will reflect on their professional development to date, and set goals for the remainder of their time in Lambda School to build habits around consistent growth.

Mentorship**FT=2 Clock Hours/ PT=2 Clock Hours**

Each student will have the opportunity to be matched with a mentor in their local area and job field. Students will also be encouraged to find their own mentors throughout their careers. This sprint primes students to find mentors and utilize them as critical relationships to support their professional development.

Job Searching**FT=2 Clock Hours/ PT=2 Clock Hours**

This sprint will introduce job searching in the tech field to students. At this point in the program, students may wish to start ramping up their networking and research efforts in preparation. In this sprint, students will create a job search plan that they can implement immediately, or revisit later depending on their search readiness.

Lambda Labs Career Preparation	FT=3 Clock Hours/ PT=3 Clock Hours
During Lambda Labs, students focus on polishing their job search artifacts (resume, LinkedIn, portfolio, and GitHub) and preparing for both technical and behavioral interviews. Guided workshops on these topics build off of fundamentals covered during students' core curriculum, working towards job search readiness by the culmination of Labs.	

Lambda Labs

Prerequisite: Successful completion of all courses within Development Core

Labs I	FT=40 Clock Hours/ PT=30 Clock Hours
During this sprint, students will conduct user research and discovery to identify and prioritize features to build in their app. They'll complete a Product Vision Document and several Feature Canvases.	

Labs II	FT=40 Clock Hours/ PT=30 Clock Hours
During this sprint, students will complete a pre-production exercise then build and deploy the skeleton of their capstone project, including user account models and a minimal front and back end.	

Labs III	FT=40 Clock Hours/ PT=30 Clock Hours
In this sprint, students will integrate all of the components that will make up their app. Servers, APIs, services, etc. all must work together as one.	

Labs IV	FT=40 Clock Hours/ PT=30 Clock Hours
During this sprint, students start to build out the main functionality of their application.	

Labs V	FT=40 Clock Hours/ PT=30 Clock Hours
Students will then continue to build out the main functionality of their application. The week culminates in a functional demo of all features of their application.	

Labs VI	FT=40 Clock Hours/ PT=30 Clock Hours
During this sprint, students will finalize the functionality of their application and implement a presentation that follows accepted UI/UX conventions.	

Labs VII	FT=40 Clock Hours/ PT=30 Clock Hours
Next, students will deploy their app to production, implement monitoring and usage metrics and tracking, and recruit users for their app.	

Labs VIII	FT=40 Clock Hours/ PT=30 Clock Hours
Finally, students will add the final polishing to their app and each student will produce a four-minute marketing video.	

Job Search & Portfolio Building

Prerequisite: Successful completion of the required program

Endorsement Unit FT=40 Clock Hours per Sprint/ PT=20 Clock Hours per Sprint

The Endorsement Unit is for students who have completed their development core, Lambda Labs, and computer science assessments and who are ready for their final endorsement review.

The purpose of the unit is to help students prepare for and pass their final assessment where they demonstrate mastery of program-level learning outcomes. The assessment is designed to summarize the competencies attained in each program and will allow students to demonstrate significant professional, technical, and personal skills that have been obtained. There are various technical and professional related activities to support students in passing their final endorsement. Examples include attending lectures, reviews, portfolio polishing, coding exercises, whiteboarding practice, etc.

The unit will last 1-4 weeks, depending on the time each student needs to complete the final endorsement review. Students that complete it will attend a weekly kick off with the X program manager, their career coach, and the solutions team to begin their supported job search.

Job Search & Portfolio Building (Lambda X) FT=40 Clock Hours per Sprint/ PT=20 Clock Hours per

Prerequisite: Successful completion of all courses within Development Core, Lambda Labs, Endorsement Unit and Computer Science

Lambda X is a guided job search support program for Students who have received Lambda's endorsement. It integrates portfolio building with a job search and career-readiness component. It is run by a team of Career Services experts, Instructors, Program Managers, and assistants on staff and follows the same full-time schedule as Lambda School. This section repeated every week for 4 weeks.

Each week of Lambda X includes:

- Writing code every day
- Participation in whiteboarding sessions
- Building new or existing products/projects
- Attending meetups
- Frequent interview practice
- Guided job search

User Experience Design

Required Program Length: 1280 hours / 32 weeks (Full Time)
960 hours / 64 weeks (Part Time)

Total Program Length including Guided Job Search & Portfolio Building:
1600 hours/40 weeks (Full Time)
1200 hours / 80 weeks (Part Time)

Cumulative Final Exam: None

Graduation Document: Certificate

Standard Occupational Codes / Potential Employment Titles: 15-1132; UX Designer, UI Designer, Product Designer, Information Architect, UX Researcher, Experience Designer

Sample of reported job titles: UX Designer, UI Designer, Information Architect, UX Researcher, Experience Designer, UX Writer, Interaction Designer, Product Designer, Content Strategist

Program Description:

This program offers students an in-depth program that teaches the full UX design process, from discovery to high-fidelity design. Students learn effective design strategies and practice the product design process. Additionally, UX students take an Independent Study and an additional Labs practice to focus on their portfolio. Upon successful completion of the program, students will have participated in the design of multiple design projects. This course of instruction prepares individuals for entry-level jobs such as UX Designer, Product Designer, and UX Researcher. Graduates may find suitable employment with software technology companies.

Program Objectives:

Upon successful completion of this program the student should be able to:

1. Contribute to all aspects of the design cycle: Research, Synthesis, Ideation, and Validation.
2. Collaborate effectively with a product team to contribute to the creation of digital products.
3. Have a firm understanding of essential design tools, processes, and practices of a digital product design team.

Full-time Schedule: Mon-Fri 8 a.m. to 5 p.m. Pacific

Full-time Program Outline:

User Experience Design Core	Course Title	Lecture	Lab
	UX Fundamentals	14	24
	Discovery	14	24
	Identifying and Organizing Problems	14	24
	UX Unit 1 Build Sprint	4	34
	Problem Solving in UX	14	24

	Group Creativity, Wireframing, and Simple Prototyping	14	24
	Usability Testing and Research Synthesis	14	24
	UX Unit 2 Build Sprint	5	34
	Intro to Design Theory	14	24
	High-Fidelity Design	14	24
	Design, Collaboration and Communication	14	24
	UX Unit 3 Build Sprint	4	34
	Building a UX Portfolio	14	24
	Intro to HTML and CSS	14	24
	Responsive CSS and Frameworks	14	24
	UX Unit 4 Build Sprint	5	34
Total		186	424

Career & Professional Development	Course Title	Lecture	Lab
	Introduction to Pursuing a Career in Tech	1	1
	Building Professional Self-Awareness	1	1
	Team Collaboration and Communication	1	1
	Growth and Reflection	1	1
	Professional Communications and Writing	1	1
	Building a Professional Brand	1	1
	Feedback and Conflict Resolution	1	1
	Creating Public Profiles	1	1
	Resume and LinkedIn Fundamentals	1	1
	Networking Fundamentals	1	1
	Presenting Your Work and Public Speaking	1	1
	Professionalism in the Tech Field	1	1
	Behavioral Interviewing: STAR and FEB	1	1
	Interview Etiquette	1	1
	Updating Your Network	1	1

	Workplace Wellness	1	1
	Diversity, Equity, and Inclusion	1	1
	Personal Finance	1	1
	HR, Company Ops, and Performance Evals	1	1
	Offers and Negotiations	1	1
	Ongoing Professional Development	1	1
	Mentorship	1	1
	Job Searching	1	1
	Total	23	23

Lambda Labs	Course Title	Lecture	Lab
	Labs I	5	35
	Labs II	5	35
	Labs III	5	35
	Labs IV	5	35
	Total	20	140

Lambda Labs Second Iteration	Course Title	Lecture	Lab
	Labs I	5	35
	Labs II	5	35
	Labs III	5	35
	Labs IV	5	35
	Total	20	140

Independent Study	Course Title	Lecture	Lab
	Case Studies & Polish	5	31
	Polish & New Projects	5	31
	Portfolio Design	5	31
	Portfolio Execution	5	31
	Total	20	124

Lambda Labs Third Iteration	Course Title	Lecture	Lab
	Labs I	5	35
	Labs II	5	35

	Labs III	5	35
	Labs IV	5	35
	Total	20	140
Total Program Hours		1280	

Job Search & Portfolio Building	Course Title	Lecture	Lab
	Endorsement Unit	5	35
	Endorsement Unit	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Job Search & Portfolio Building	5	35
	Total Hours	40	280
Total Advanced Labs Hours		320	

Part-time Schedule: Mon-Thurs (cohorts alternate between 4 p.m. to 7 p.m. and 6 p.m. to 9 p.m.), plus your choice of four weekends – Sat 9 a.m. to 12 noon PST.

Part-time Program Outline:

User Experience Design Core	Course Title	Lecture	Lab
	UX Fundamentals	10	19
	Discovery	10	19
	Identifying and Organizing Problems	9	19
	UX Unit 1 Build Sprint	5	25
	Problem Solving in UX	9	19
	Group Creativity, Wireframing, and Simple Prototyping	9	19
	Usability Testing and Research Synthesis	9	19
	UX Unit 2 Build Sprint	5	25
	Intro to Design Theory	9	19
	High-Fidelity Design	9	19
	Design, Collaboration and Communication	9	19
	UX Unit 3 Build Sprint	5	25

	Building a UX Portfolio	9	19
	Intro to HTML and CSS	9	19
	Responsive CSS and Frameworks	9	19
	UX Unit 4 Build Sprint	5	25
	Total	130	328

Career & Professional Development	Course Title	Lecture	Lab
	Introduction to Pursuing a Career in Tech	1	1
	Building Professional Self-Awareness	1	1
	Team Collaboration and Communication	1	1
	Growth and Reflection	1	1
	Professional Communications and Writing	1	1
	Building a Professional Brand	1	1
	Feedback and Conflict Resolution	1	1
	Creating Public Profiles	1	1
	Resume and LinkedIn Fundamentals	1	1
	Networking Fundamentals	1	1
	Presenting Your Work and Public Speaking	1	1
	Professionalism in the Tech Field	1	1
	Behavioral Interviewing: STAR and FEB	1	1
	Interview Etiquette	1	1
	Updating Your Network	1	1
	Workplace Wellness	1	1
	Diversity, Equity, and Inclusion	1	1
	Personal Finance	1	1
	HR, Company Ops, and Performance Eval	1	1
	Offers and Negotiations	1	1
	Ongoing Professional Development	1	1
	Mentorship	1	1
	Job Searching	1	1
	Total	23	23

Lambda Labs	Course Title	Lecture	Lab
	Labs I	5	25
	Labs II	5	25
	Labs III	5	25
	Labs IV	5	25
	Total	20	100

Lambda Labs Second Iteration	Course Title	Lecture	Lab
	Labs I	4	25
	Labs II	4	25
	Labs III	4	25
	Labs IV	4	25
	Total	16	100

Independent Study	Course Title	Lecture	Lab
	Case Studies & Polish	5	21
	Polish & New Projects	5	21
	Portfolio Design	5	21
	Portfolio Execution	5	21
	Total	20	84

Lambda Labs Third Iteration	Course Title	Lecture	Lab
	Labs I	4	25
	Labs II	4	25
	Labs III	4	25
	Labs IV	4	25
	Total	16	100
	Total Program Hours		960

Job Search & Portfolio Building	Course Title	Lecture	Lab
	Endorsement Unit	5	25
	Endorsement Unit	5	25
	Job Search & Portfolio Building	5	25

	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
	Job Search & Portfolio Building	5	25
Total Hours:		40	200
Total Advanced Labs Hours			240

COURSE DESCRIPTIONS

User Experience Design Core

UX Fundamentals

FT=38 Clock Hours/ PT=28 Clock Hours

An introduction to the world of design and UX, plus a look at what it takes to be successful in a design career.

Discovery

FT=38 Clock Hours/ PT=28 Clock Hours

Learn the fundamentals of conducting research through various research methods.

Identifying and Organizing Problems

FT=38 Clock Hours/ PT=28 Clock Hours

This sprint will focus on interpreting research results and making sense of them to inform design decisions.

UX Unit 1 Build Sprint

FT=38 Clock Hours/ PT=30 Clock Hours

You'll use your newly minted skills for planning and conducting research to conduct discovery research for a project.

Problem Solving in UX

FT=38 Clock Hours/ PT=28 Clock Hours

Translate raw ideas into functional solutions and verify that they work for the intended audience.

Group Creativity, Wireframing, and Simple Prototyping **FT=38 Clock Hours/ PT=28 Clock Hours**

Explore how to collaborate effectively and continue to learn how to design solutions with wireframes and prototypes.

Usability Testing and Research Synthesis

FT=38 Clock Hours/ PT=28 Clock Hours

Students learn to validate their experiences through various testing methodologies.

UX Unit 2 Build Sprint

FT=39 Clock Hours/ PT=30 Clock Hours

Students continue to work on their projects by focusing on designing solutions based on their research.

Intro to Design Theory **FT=38 Clock Hours/ PT=28 Clock Hours**
Introduction to visual design fundamentals with an additional emphasis on Figma proficiency and collaborating on design.

High-Fidelity Design **FT=38 Clock Hours/ PT=28 Clock Hours**
We will focus on applying visual design principles to create user interfaces that reflect current design trends.

Design, Collaboration and Communication **FT=38 Clock Hours/ PT=28 Clock Hours**
Students continue to practice designing in a collaborative environment and communicating their design decisions.

UX Unit 3 Build Sprint **FT=38 Clock Hours/ PT=30 Clock Hours**
Students collaborate with a team to produce working demos of their projects.

Building a UX Portfolio **FT=38 Clock Hours/ PT=28 Clock Hours**
In this Sprint, we'll deep dive how to design the best portfolio for you.

Intro to HTML and CSS **FT=38 Clock Hours/ PT=28 Clock Hours**
HTML and CSS are the building blocks of web user interfaces. We'll learn how to use these technologies so we can understand how user interfaces are created.

Responsive CSS and Frameworks **FT=38 Clock Hours/ PT=28 Clock Hours**
Responsive design pushes our basic CSS styling forward into thousands of devices. We'll learn how to utilize it to deliver an experience that's usable at any screen size.

UX Unit 4 Build Sprint **FT=39 Clock Hours/ PT=30 Clock Hours**
Students will design the first iteration of their portfolio and complete a code challenge.

Career and Professional Development

Prerequisite: Successful completion of all courses within Development Core

Introduction to Pursuing a Career in Tech **FT=2 Clock Hours/ PT=2 Clock Hours**
This introductory sprint lays out expectations for careers in the tech field and introduces career and professional development at Lambda School.

Building Professional Self-Awareness **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint guides students through understanding personal tendencies, preferences, and personal needs to work more effectively both as an individual contributor and teammate.

Team Collaboration and Communication **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint covers the basics of effective teamwork, using students' first Build Week (sprint 4) as the foundation to practice collaboration and communication strategies.

Growth and Reflection **FT=2 Clock Hours/ PT=2 Clock Hours**
Students are prompted to reflect on individual performance, feedback, success, and challenges to set actionable goals for further professional development.

Professional Communications and Writing **FT=2 Clock Hours/ PT=2 Clock Hours**
Introduces the basics of professional communication, both spoken and written. Fundamentals of most common written communication forms (emails, summaries, presentations, and DMs) are covered.

Building a Professional Brand **FT=2 Clock Hours/ PT=2 Clock Hours**
A cohesive, consistent professional brand is the cornerstone to an efficient job search strategy. In this sprint, students will create a brand outline for themselves, and build out a personal marketing plan that will serve as the foundation for their career materials and job search.

Feedback and Conflict Resolution **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint, which is students' second Build Week, builds off of the foundations covered in Sprint 4 (Team Collaboration and Communication) by digging into how to deliver and receive professional feedback and manage interpersonal and team challenges in the workplace.

Creating Public Profiles **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint lays the foundation for all of the online profiles students will build, including social media, LinkedIn, and blogs. Students will learn how to create relevant and professional profiles, how to maintain them, and how to use these to network and build out their professional brand.

Resume and LinkedIn Fundamentals **FT=2 Clock Hours/ PT=2 Clock Hours**
Resumes and LinkedIn are often a candidate's best chance for making a good first impression to a potential employer. This sprint will cover the must-haves for a resume and LinkedIn profile, as well as how recruiters use LinkedIn algorithms and ATS (applicant tracking software) to scan materials for keywords.

Networking Fundamentals **FT=2 Clock Hours/ PT=2 Clock Hours**
Roughly 80% of jobs are found through networking. Knowing one's personal networking style, how to find opportunities, and how to maintain a network are some of the highest-leverage skills a job searcher can have. This lesson will cover these basics and lay the foundation for future networking lessons.

Presenting Your Work and Public Speaking **FT=2 Clock Hours/ PT=2 Clock Hours**
Public speaking is a broad and vital career skill. Students will learn how to present their work to a range of audience sizes and participant types, as well as through different formats and platforms. Remote versus in-person, formality levels, ways to conquer nerves, and how to target your audience will be covered in this sprint, and students will be invited to practice these skills at the end of the week through Build Week presentations.

Professionalism in the Tech Field **FT=2 Clock Hours/ PT=2 Clock Hours**
There are unspoken expectations in norms in any environment, and while many of the expectations in the tech field mirror that of other corporate environments, there are also important nuances. This sprint prepares students for the range of expectations in technical roles with foundations that are transferable to any work environment.

Behavioral Interviewing: STAR and FEB **FT=2 Clock Hours/ PT=2 Clock Hours**
Building off of the previous sprint, students will learn strategies for responding to a range of behavioral interview questions using the STAR and FEB methods of storytelling. After this lesson, students will have the tools and knowledge to answer any behavioral interview question.

Interview Etiquette **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint's objective is to demystify the many unspoken or subtle nuances to professional interviewing. When to follow up, how to know what to wear, ways to mask nerves, and other strategies will be covered in this lesson.

Updating Your Network **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint builds off of earlier networking lessons by encouraging students to prioritize regular follow-up with their networks. Students will learn high-impact and efficient ways to prioritize ongoing networking throughout Lambda School and their careers.

Workplace Wellness **FT=2 Clock Hours/ PT=2 Clock Hours**
Students will learn the value of maintaining work/life balance and strategies for practicing wellness in busy work environments. Lessons will cover productivity, breaks, and mental health in the workplace, and tools students can use to maintain these.

Diversity, Equity, and Inclusion **FT=2 Clock Hours/ PT=2 Clock Hours**
In this sprint, students will be encouraged to see diversity and inclusion as a critical part of building a well-rounded team, and will understand both the professional and interpersonal value that inclusive work environments bring to all employees.

Personal Finance **FT=2 Clock Hours/ PT=2 Clock Hours**
Part of supporting students' career transitions is setting them up for success in a range of financial situations, particularly those that represent a drastic shift in income. Students will learn the fundamentals of personal financial management, and receive a range of resources for additional coaching and support in building their financial literacy.

HR, Company Ops, and Performance Evals **FT=2 Clock Hours/ PT=2 Clock Hours**
Part of career success is knowing how to navigate the systems and processes that exist in all companies. While these vary somewhat from employer to employer, all students can expect to work with HR in their career. This sprint covers the basics of company and HR operations.

Offers and Negotiations **FT=2 Clock Hours/ PT=2 Clock Hours**
Students will learn the basics of navigating offers and negotiations. Students will build an understanding of how to professionally balance multiple offers and use them to negotiate their compensation. Students will also build familiarity with non-disclosure agreements and intellectual property clauses.

Ongoing Professional Development **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint builds off of multiple earlier lessons by recapping the professional development activities that all students should maintain while attending Lambda School and throughout their career. Students will reflect on their professional development to date, and set goals for the remainder of their time in Lambda School to build habits around consistent growth.

Mentorship **FT=2 Clock Hours/ PT=2 Clock Hours**
Each student will have the opportunity to be matched with a mentor in their local area and job field. Students will also be encouraged to find their own mentors throughout their careers. This sprint primes students to find mentors and utilize them as critical relationships to support their professional development.

Job Searching **FT=2 Clock Hours/ PT=2 Clock Hours**
This sprint will introduce job searching in the tech field to students. At this point in the program, students may wish to start ramping up their networking and research efforts in preparation. In this sprint, students will create a job search plan that they can implement immediately, or revisit later depending on their search readiness.

Lambda Labs Career Preparation **FT=3 Clock Hours/ PT=3 Clock Hours**
During Lambda Labs, students focus on polishing their job search artifacts (resume, LinkedIn, portfolio, and GitHub) and preparing for both technical and behavioral interviews. Guided workshops on these topics build off of fundamentals covered during students' core curriculum, working towards job search readiness by the culmination of Labs.

Lambda Labs

Prerequisite: Successful completion of all courses within Development Core

Labs I **FT=40 Clock Hours/ PT=30 Clock Hours**
During this sprint, students will conduct user research and discovery to identify and prioritize features to build in their app. They'll complete a Product Vision Document and several Feature Canvases.

Labs II **FT=40 Clock Hours/ PT=30 Clock Hours**
During this sprint, students will complete a pre-production exercise then build and deploy the skeleton of their capstone project, including user account models and a minimal front and back end.

Labs III**FT=40 Clock Hours/ PT=30 Clock Hours**

In this sprint, students will integrate all of the components that will make up their app – servers, APIs, services, etc. all must work together as one.

Labs IV**FT=40 Clock Hours/ PT=30 Clock Hours**

During this sprint, students start to build out the main functionality of their application.

Lambda Labs Second Iteration

Prerequisite: Successful completion of all courses within Development Core

Labs I**FT=40 Clock Hours/ PT=29 Clock Hours**

During this sprint, students will conduct user research and discovery to identify and prioritize features to build in their app. They'll complete a Product Vision Document and several Feature Canvases.

Labs II**FT=40 Clock Hours/ PT=29 Clock Hours**

During this sprint, students will complete a pre-production exercise then build and deploy the skeleton of their capstone project, including user account models and a minimal front and back end.

Labs III**FT=40 Clock Hours/ PT=29 Clock Hours**

In this sprint, students will integrate all of the components that will make up their app – servers, APIs, services, etc. all must work together as one.

Labs IV**FT=40 Clock Hours/ PT=29 Clock Hours**

During this sprint, students start to build out the main functionality of their application.

UX Independent Study

Prerequisite: Successful completion of all courses within Development Core and Lambda Labs.

Case Studies & Polish**FT=36 Clock Hours/ PT=26 Clock Hours**

Case studies are the foundation for your portfolio. We spend this sprint improving your current case studies and learning how to communicate your skills and projects to hiring managers.

Polish & New Projects**FT=36 Clock Hours/ PT=26 Clock Hours**

We will be focusing on adding additional polish to your work to make sure your projects are hiring manager ready. This could include creating additional assets or even starting new projects to add to your portfolio. We recommend following a Google Design Sprint to add another project to your portfolio.

Portfolio Design**FT=36 Clock Hours/ PT=26 Clock Hours**

With developed case studies, you are ready to start working on designing your actual portfolio now. We will also keep polishing your old projects, decide which platform you want to use for your hosting, and start sketching mockups for your portfolio.

Portfolio Execution**FT=36 Clock Hours/ PT=26 Clock Hours**

This sprint is primarily focused on execution. By this point, you should have your portfolio designed and should have it shipped by the end of the week. This sprint will end with a portfolio showcase.

Lambda Labs Third Iteration

Prerequisite: Successful completion of all courses within Development Core, Lambda Labs, and Independent Study.

Labs I**FT=40 Clock Hours/ PT=29 Clock Hours**

During this sprint, students will complete a pre-production exercise then build and deploy the skeleton of their capstone project, including user account models and a minimal front and back end.

Labs II**FT=40 Clock Hours/ PT=29 Clock Hours**

In this sprint, students will integrate all of the components that will make up their app – servers, APIs, services, etc. all must work together as one.

Labs III**FT=40 Clock Hours/ PT=29 Clock Hours**

During this sprint, students build out the main functionality of their application. The week culminates in a functional demo of all features of their application.

Labs IV**FT=40 Clock Hours/ PT=29 Clock Hours**

During this sprint, students will finalize the functionality of their application and implement a presentation that follows accepted UI/UX conventions. They will also add final polish to their app and work with a professional editor to produce a four-minute marketing video.

Job Search & Portfolio Building

Prerequisite: Successful completion of the required program

Endorsement Unit FT=40 Clock Hours per Sprint/ PT=20 Clock Hours per Sprint

The Endorsement Unit is for students who have completed their development core, Lambda Labs, and computer science assessments and who are ready for their final endorsement review.

The purpose of the unit is to help students prepare for and pass their final assessment where they demonstrate mastery of program-level learning outcomes. The assessment is designed to summarize the competencies attained in each program and

will allow students to demonstrate significant professional, technical, and personal skills that have been obtained. There are various technical and professional related activities to support students in passing their final endorsement. Examples include attending lectures, reviews, portfolio polishing, coding exercises, whiteboarding practice, etc.

The unit will last 1-4 weeks, depending on the time each student needs to complete the final endorsement review. Students that complete it will attend a weekly kick off with the X program manager, their career coach, and the solutions team to begin their supported job search.

Job Search & Portfolio Building (Lambda X) FT=40 Clock Hours per Sprint/ PT=20 Clock Hours per

Prerequisite: Successful completion of all courses within Development Core, Lambda Labs, Endorsement Unit and Computer Science

Lambda X is a guided job search support program for Students who have received Lambda's endorsement. It integrates portfolio building with a job search and career-readiness component. It is run by a team of Career Services experts, Instructors, Program Managers, and assistants on staff and follows the same full-time schedule as Lambda School. This section repeated every week for 4 weeks.

Each week of Lambda X includes:

- Writing code every day
- Participation in whiteboarding sessions
- Building new or existing products/projects
- Attending meetups
- Frequent interview practice
- Guided job search

MANAGEMENT AND FACULTY

BOARD OF TRUSTEES

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GEOFF LEWIS, Founder & Managing Partner at Bedrock Capital

JESSICA VERRILLI, Partner at Google Ventures

AUSTEN ALLRED, Co-Founder and CEO

MANAGEMENT

AUSTEN ALLRED, Co-Founder/CEO/COO

MARK FREIN, Chief People Officer

NAMRATA GANATRA, Chief Technology Officer

CALEB HICKS, President and Chief Academic Officer

AMANDA LUBIN, Head of School Operations

ANDREW MADSEN, Director of Curriculum RD

JOSH KNELL, Director of Instruction
KEVIN MORRILL, Director of Student Operations
JESSICA PENSE, Director – Student Success
BRITTANY TEDESCHI, Director, Student Leadership
TREVOR MCKENDRICK, Chief of Staff
MATTHEW SULLIVAN, VP of Finance
MATTHEW WYNDOWE, Chief Business Officer
ZORAN Martinovic , VP of Business Development
CECILIA ZINITI, General Counsel
XIMENA FLORES, Associate General Counsel
JOHN YOW, Associate General Counsel

FACULTY

Computer Science

Brian Hall “Beej”, Program Manager – Computer Science
California State University, Chico; Bachelor of Science in Computer Science,
Minor in Mathematics;
California State University, Chico; Master of Science in Computer Science
22+ years of industry experience

Elissa Thomas, Program Manager – Computer Science
Arizona State University – Master of Science in Computer Science
Arizona State University – Bachelor of Science in Computer Science
2 years of industry experience

Brady Fukumoto, Instructor – Computer Science
Stanford University – Master of Arts in Education; Learning, Design and
Technology;
University of California, Berkeley: Bachelor of Science in Electrical Engineering
and Computer Science
14+ years of industry experience

Brian Doyle, Instructor – Computer Science
University of Baltimore – Bachelor of Science in Simulation and Digital
Entertainment
7+ years of industry experience

Artem Litchmanov, Instructor – Computer Science
University of Waterloo – Bachelors of Science in Computer Science
3 years of industry experience

Timothy Roy, Instructor - Computer Science

Hack Reactor – Advanced Software Engineering Immersive
University of Texas Austin School of Law, Austin, TX – Juris Doctorate
Point Loma Nazarene University – Bachelors of Art in History
4+ years of industry experience

Full Stack Web

Josh Knell, Director

University of Utah – Master of Education in Educational Psychology
Utah Valley University – Bachelor of Science in Digital Media
11+ years of industry experience

Ryan Hamblin, Program Manager - Build Week

Hack Reactor – Software Engineering Immersive Bootcamp
Utah Valley University – Bachelor of Science in Outdoor Recreation Management
5 years of industry experience

Dan Frehner, Program Manager - Web Dev

AWS Certified Developer #AWS-ADEV-8616
4+years of industry experience

Dan Levy, Program Manager - Web Dev

15+ years of industry experience

Diandra Ryan-Mas, Instructor - Web Development (Adjunct)

Westminster College – Bachelor of Science in . Mathematics, Psychology minor
4 years of industry experience

Dustin Myers, Instructor - Web Development

DevMountain – Certificate, Web Development DevMountain
5 years of industry experience

Luis Hernandez, Instructor - Web Development

Microsoft Certified Professional MS SQL Server
4+ years of industry experience

Kieran Kozlowski, Instructor - Web Development

University of Central Florida – Master of Science in Interactive Entertainment
Florida State University – Bachelor of Science in Anthropology
3 years of industry experience

Brit Hemming, Instructor - Web Development

4+ years of industry experience

Christina Gorton, Instructor – Web Development

3+ years of industry experience

Pace Ellsworth, Instructor – Web Development

Brigham Young University – Bachelors of Art in Linguistics

4 years of industry experience

Brian Kirby, Instructor – Web Development

25 years of industry experience

Sean Kriby, Instructor – Web Development

28 years of industry experience

Jason Maurer, Instructor – Web Development

8 years of experience in the industry

Emily Seibert, Instructor – Web Development

University of Virginia – Bachelors of Science in Computer Science

6 years of industry experience

iOS

Ben Gohlke, Program Manager – iOS

11 years of industry experience

Spencer Curits, Instructor – iOS

DevMountain – iOS Development

3 years of industry experience

Johnny Hicks, Instructor – iOS

DevMountain – iOS Developer

Brigham Young University: Marriott School of Management – Bachelors of Science in Business Management – Organizational Behavior/Human Resources

3 years of industry experience

Dimitri Bouniol, Instructor – iOS

University of California San Diego, San Diego, CA – Bachelors of Art in General Linguistics, Minor in Mathematics and Chinese Studies

17 years of industry experience

Brad Forsyth, Instructor – iOS

DevMountain – iOS Development

3 years of industry experience

Steven Berard, Instructor – iOS

New Mexico State University – Master of Science in Electrical Engineering

New Mexico State University – Bachelors of Business Administration in Finance
6 years of industry experience

Fernando Olivares, Instructor - iOS

6 years of industry experience

Paul Solt, Instructor - iOS

Rochester Institute of Technology – Master of Science in Computer Science
Rochester Institute of Technology – Bachelor of Science in Computer Science
10 years of industry experience

Data Science

Aaron Gallant, Program Manager - Data Science

University of Illinois at Urbana-Champaign – Masters in Computer Science
University of Rochester – Bachelors of Science in Political Science
University of Rochester – Bachelors of Arts in Philosophy
9 years of industry experience

Ryan Allred, Instructor - Data Science

Brigham Young University – Bachelor of Science in Economics
4 years of industry experience

Ryan Herr, Instructor - Data Science

Illinois State University – Bachelor of Arts in Technology Arts Technology
5 years of industry experience

Jonathan (Jon-Cody) Sokoll, Instructor - Data Science

Rhodes College – Bachelor of Arts – Economics & International Studies
5 years of industry experience

Bruno Janoto, Instructor - Data Science

Harvard University – Graduate Certificate in Data Science
Rutgers, the State University of New Jersey – Bachelor of Science in Mechanical & Aerospace Engineering
5 years of industry experience

Keri Kalmbach, Instructor - Data Science

New York University – Doctor of Philosophy in Cell Biology
University of South Florida College of Medicine – Master of Science in Molecular Medicine
New College of Florida – Bachelor of Arts in Neuroscience
9 years of industry experience

Alexander Kim, Instructor - Data Science

University of Alberta – Master of Science in Physics
Moscow State University – Bachelor of Science in Physics
8 years of industry experience

Austin Lasseter, Instructor - Data Science

University of Maryland – Doctor of Philosophy in Education Policy
University of Dallas – Master of Arts in Humanities
Ateneo Regina Apostolorum – Bachelor of Arts in Philosophy
General Assembly, New York, NY – Certificates Data Science and Data Science Immersion
10+ years of industry experience

Michael Rossetti, Instructor - Data Science

The George Washington University – Master of Science in Information Systems and Technology Management
The George Washington University – Bachelor of Business Administration
10+ years of industry experience

Aleksandra Singer, Instructor - Data Science

University of California, Davis – Master of Science in IAD/Statistical Genetics
Princeton University – Bachelor of Arts in Anthropology/Environmental Studies
1+ years of industry experience

User Experience

Nick Basile, Interim Program Manager – User Experience (UX)

Franklin University Switzerland – Bachelor of Arts in Dual Major in International Economics and International; Banking & Finance with a Studio Arts Minor
4 years of industry experience

Corey Nelson, Instructor – User Experience (UX)

Remington College – Associate of Science in Computer Information Systems
7 years of industry experience

Alec Davis, Instructor – User Experience (UX)

University of Pittsburgh – Bachelor of Science in Business Administration in Marketing
University of Pittsburgh – Bachelor of Arts in French
7 years of industry experience

Branden Thornton, Instructor – User Experience (UX)

University of Florida, Gainesville – Graduate Certificate in Web Design & Online Communication
Mississippi State University – Master of Science – Master of Public Policy & Administration

Mississippi State University – Bachelor of Arts in Communication 212
5 years of industry experience

Ann-Marie Sebastian, Instructor – User Experience (UX)
Project Management Institute – Project Management Certificate
Bitmaker Labs – User Experience Design
York University/Sheridan College – Bachelor of Design

Java

John Mitchell, Instructor – Java
Baylor University – Master of Business Administration in Information Systems Management
Baylor University – Bachelor of Science in Education;
Baylor University – Bachelor of Science in Computer Science and Mathematics
26+ years of industry experience

Bernie Dufee, Instructor – Java
Rensselaer Polytechnic Institute – Bachelor of Science in Computer Science, Troy
21+ years of industry experience

Technical Mastery

Sean Chen, Instructor – Technical Mastery
University of California, Berkeley – Bachelor of Arts in Applied Math
4+ years of industry experience

Lambda X

Alex Parker, Technical Product Manager – Lambda X
Brigham Young University – Bachelor of Arts in Business Management, Marketing,
8+ years of industry experience

Jessica Wilkinson, Endorsement Program Manager - Lambda X
Brigham Young University – Bachelor of Science in Nutritional Science
Brigham Young University, MPH Public Health
Brigham Young University – PHD in Instructional Psychology and Technology
3+ years of industry experience

Ryan Holdaway, Program Manager - Lambda X
5 years of industry experience

Alice Karsevar, Senior Project Manager - Lambda X

University of Washington – Bachelor of Arts – Business Administration, Marketing

Keio University – Japanese Business and Language

8+ years of industry experience

David Monson, Design Manager - Lambda X

Brigham Young University – Business Management, Marketing, Chinese, Music DevMountain, iOS Development

7 years of industry experience

5 years in design

Elizabeth Lin, Design Manager - Lambda X

University of California – Bachelor of Arts in Computer Science

5+ years of industry experience

Lisa Inoue, Design Manager Independent Study - Lambda X

University of California – Bachelor of Arts in Media Studies

5 years of industry experience

Parth Shah, Product Manager - Lambda X

University of California Berkeley - Bachelor of Science in Electrical Engineering & Computer Science

3+ years of industry experience

Labs

Jess Martin, Engineering Manager - Labs

Trinity University – Bachelor of Science in Computer Science, Bachelor of Arts in Philosophy,

16+ years of industry experience

Derek Peters, Instructor - Labs

King University – Master in Business Administration

King University – Bachelor of Arts in Business Management, & BTECH – Computer Science Engineering

9 years of industry experience

Jake Mallory, Instructor - Labs

Weber State University – Bachelor of Science in Computer Science

Salt Lake Community College – Associate of Science in Computer Information Systems

Salt Lake Community College – Associate of Science in General Studies

19 years of industry experience

Jamela Dimic, Project Manager – Labs

The R.B Pamplin College of Business at Virginia Tech – Bachelor of Arts in Economics and Bachelor of Arts in Finance with minor in English
12 years of industry experience

Ryan Hamblin, Instructor – Labs

(Also listed above in “Full Stack Web”)

Utah Valley University – Bachelor of Science in Outdoor Recreation Management
DevMountain, Front End Web Development
Hack Reactor, Computer Software Engineering
5 years of industry experience

Careers

Kathleen Hunt, Program Manager - Career and Professional Development

Northeastern University – Bachelor of Arts in International Affairs and Environmental Studies with a minor in French
5+ years of industry experience

Jordan Isbell, Student Success Coordinator – Career and Professional Development

Brigham Young University – Bachelor of Science in Communication Disorders
DevMountian – UI/UX Design
3+ years of industry experience

Katie Spencer, Student Success Coordinator – Career and Professional Development

Macalester College – Bachelor of Arts in Psychology
4+ years of industry experience

Rachel Cohen, Career Coach - Career and Professional Development

San Francisco State University – Master of Science in Counseling – Career Specialization Columbia University, Bachelor of Science in Psychology
10+ years of industry experience

Nilza Santana-Castillo, Career Curriculum and Initiatives Specialist - Career and Professional Development

Clemson University – Master of Science in Education in Student Affairs
Georgia State University – Bachelor of Arts in Psychology
5+ years of experience in industry

Austin Liberman, Career Coach - Career and Professional Development

American Military University – Master of Arts in Homeland Security
University of Central Florida – Bachelor of Science in Criminal Justice
7+ years of industry experience

Lindsey Baltz, Career Coach - Career and Professional Development

Mary Baldwin College – Master of Education

University of Virginia – Bachelor of Arts in English, minor in Psychology

4+ years of industry experience

Caitlin Forehand, Career Coach - Career and Professional Development

Baylor University – Master of Education in Higher Education and Student Affairs

Baylor University – Bachelor of Arts in Journalism

7+ years industry experience

Kelsey Johnson, Career Coach - Career and Professional Development

The college of William and Mary – Master of Education in Community Counseling

The college of William and Mary – Bachelor of Arts in Sociology and Psychology

4+ years of industry experience