

WEB Assessment - Project: Colmar Academy Overview (7 Hours 00 Minutes)

Participants will demonstrate their understanding of the WEB module by completing the guided assessment on Codecademy. They will demonstrate proficiency using HTML and CSS to build a web page.

Step 1: Go to Codecademy

URL: <https://www.codecademy.com/paths/learn-how-to-build-websites/tracks/learn-how-to-build-websites-capstone-project/modules/colmar-academy/projects/colmar-academy>

Read the description and there are two links in description for Wireframes and for Assets
(Both are available in general slack channel as Pinned post)

Step 2: Understand the wireframe and download the assts zip. Create directory in your local for completing the project. (HTML, CSS, Image folders and needed files in it) Need to create both Desktop and Mobile Layout.

**Explain
Wireframes
and Assets in
Details**

Step 3: Publish the local directory as GIT Repository and Keep committing and pushing the work. Once project is done. Deploy it as GitHub Pages

How to Deploy GitHub Pages help URL: <https://www.codecademy.com/article/f1-u3-github-pages>

~~Make sure the following goals are achieved:~~

- ✓ Page style accurately reflects the Codecademy specs.
- ✓ Code is clean and well written (requires checking each participants' Github repository)
- ✓ The website is deployed to Github Pages and accessible from a link.
- ✓ The website is responsive on desktop and web.

~~(Problem Solving Skills)~~

- ✓ Effectively problem solve to identify solutions to resolve project related issues.
- ✓ Use coding best practices to execute assigned tasks.

Rubric

✓	Assessment Criteria				
	Technical	ADVANCED - 4 pts	PROFICIENT - 3 pts	DEVELOPING - 2 pts	BEGINNING - 1 pt
	Page style accurately reflects the Codecademy specs.	MEETS ALL 4 METRICS	MEETS 3 METRICS	MEETS 2 METRICS	MEETS 1 METRIC (OR FEWER)
	Code is clean and well written (requires checking each participants' Github repository)				
	The website is deployed to Github Pages and accessible from a link.				
	The website is responsive on desktop and web.				
	Behavioral Skill - Proactiveness				
	Take ownership of the project.	MEETS 4 METRICS	MEETS 3 METRICS	MEETS 2 METRICS	MEETS 1 METRIC (OR FEWER)
	Demonstrate good use of the time allotted for the task.				
	Thrive on your own OR use help from others to make progress.				
	Describe the rationale of decisions without being asked for them.				
COMMENTS:					

Today's Calendar Explanation and Check for Understanding

