**Web Design and Development**

# Schedule Outline

**Day 1 (Jan 13/14):**

* Introductions/get to know each other
* Tell them what I’ll be teaching them
* Teach them what tools to use (probably repl.it)
* Start with basics of HTML (title, paragraph, etc.)

**Day 2 (Jan 20/21):**

* Continue (and hopefully finish) with basics of HTML (buttons, tables, forms)

**Day 3 (Jan 27/28):**

* Start with CSS and how to make their website look nice
* Show them basic CSS elements such as:
  + Font weight and style
  + Font families
  + Colouring
  + Padding
  + Margins
* Explain the differences between ids and classes

**Day 4 (Feb 3/4):**

* Wrap up CSS with flex and grid layouts
* Start with JavaScript and explain types of variables
  + Strings
  + Ints
  + Doubles/floats
  + Booleans

**Day 5 (Feb 10/11):**

* Printing in JS (console.log)
* Explaining operators (arithmatic and comparison)
* If-else and switch statements
* Loops?!

**Day 6 (Feb 17/18):**

* Loops ✓
* How to attach a variable to a object in HTML (document.getElementById)

**Day 7 (Feb 24/25):**

* Start working on the game (tic tac toe or hangman whichever is easier)

**Day 8 (Mar 3/4):**

* Attempt to finish the game

**Day 9 (Mar 10/11):**

* Day in case we miss a class or something
* Also,