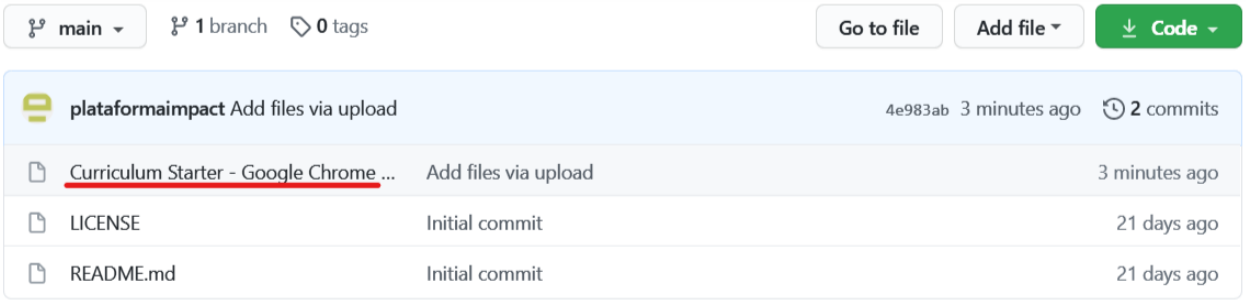
Getting Started:

1. Log in to GitHub
2. Go to the Plataforma Impact repository at https://github.com/Plataforma-Impact
3. Click "Getting Started"
4. Go to the "Projects" tab
5. Open the "My Progress" project to see an example of an in-progress student
6. Access your curriculum on "Curriculum Starter" under the "Projects" tab
7. Now, open a separate browser window so that you can create your own project based off of the 'Curriculum Starter' project
8. Navigate to your 'Your projects' by clicking on the arrow next to your user icon in the top right corner
9. Create a 'New Project' by clicking the button
10. Name the project 'Student's Plataforma Progress,' but with your name instead of 'Student'
11. Select automated template for Kanban
12. Now, add lessons/projects that mirror the 'Curriculum Starter'
13. To add a lesson/project, click on the '+' icon next to 'To do'
14. Click on the three dots on the right of the card you just created and convert it to an issue
15. Select the card, and, in the right sidebar, add a label, either lesson or project
    a. This allows you to document your issues and receive feedback, or add information such as a Khan Academy screenshot to your lesson/project card

If you are having trouble, take a look at the 'Curriculum Starter' video in the 'Getting Started' repository. To view, you will have to download the video. Create cards as shown in the video. You should know what cards to create by taking a look at the 'Curriculum Starter' project in the 'Getting Started' repository. Furthermore, the 'My Progress' project shows an example of



Kanban Board Basics

1. Columns
    a. These are the large categories you can name your board
    b. The 4 columns we recommend are “To-Do” “Current Sprint” “In Progress” “Done”
2. Cards
    a. These are single tasks that can include lots of information including descriptions, due dates, and labels
    b. They are draggable and droppable between columns to track progress
3. Task Completion
    a. See ‘Task flow’ tutorial below
4. Completing Tasks
    a. When you move something to “Done,” include a screenshot of your Khan Academy completion
5. Labels
    a. These are completely customizable to how you feel! Some common ones would be “Urgent” for something you want to complete now or “Backlog” for something that is really not time sensitive

Task flow:

1. All of your lessons/projects should be added in the left sidebar as a ‘To do’.
2. At the start of each week, meet with your Jedi to review your progress and plan which lessons and projects you will tackle during the coming week. Move those lessons/projects to the ‘This week’ column.
3. When you begin a lesson/project, move it to the ‘In progress’ column.
4. When you complete a lesson/project, move it to the ‘Done’ column.
5. Finally, add a comment to your completed lesson/project with a screenshot of your completed progress on Khan Academy. You can do this by accessing the specific ‘card’ for a lesson/project.

How to view and comment on students’ project boards

1. Sign into GitHub
2. Navigate to the Plataforma organization
3. Navigate to the people tab and find the student of interest
4. Navigate to their projects tab
5. Click on the student’s Plataforma Progress project
6. Click the title of the card which holds the lesson/project that you would like to review
7. Add a comment, file, or other feedback by clicking the pencil icon in the right sidebar

Curriculum

Intro to JavaScript (Desenho e Animação)

1. Introduction to JavaScript

2. Basic Notions of Design

3. Coloring

-**PROJECT: What's for Dinner?**

4. Variables
5. Basic Animation Concepts
-**PROJECT: Shooting Star**
6. Interactive Programs
7. Bonus, Resizing with Variables
-**PROJECT: Animal Attack**
8. Texts and Strings
-**PROJECT: Public Announcement**
9. *Functions*
-**PROJECT: Aquarius**
10. Logic and Conditional Structures IF
-**PROJECT: The magic 8 ball**
11. Debugging Programs
12. Repetitions
-**PROJECT: Building a House**
13. Writing Clean Code
14. Arrays
-**PROJECT: Make it Rain**
15. Objects
-**PROJECT: Bookcase**
16. Design Object Orientation
17. Becoming a better programmer