Course Syllabus

Jump to Today

Overview

The course introduces responsive design using HTML, CSS, and JavaScript with attention to usability, accessibility, and best practices in web frontend development. This two-credit course builds on prior experience in Web Fundamentals and programming. Students will learn to create dynamic websites that use JavaScript to respond to events, update content, and create responsive user experiences.

Prerequisites

• WDD 130: Web Fundamentals

Required Materials and Software

- Textbook
 - There is no required textbook for this course.
- Technology



- Students will be most successful in this course if they have a device that can handle heavy computing, which means a laptop or desktop is required with the ability to run more demanding applications. For more information go to Pathway Technology Requirements
 (https://www.byupathway.edu/technology-requirements) or talk to your instructor.
- A cell phone is **NOT** sufficient for the requirements of this course.
- A reliable internet connection is also required.
- This course will use the following software and tools:
 - Visual Studio Code for writing and editing code.
 - GitHub for source code storage and GitHub Pages for deployment.
 - Microsoft Teams for communication and communication with your teacher and other students.
 You will be automatically enrolled with your byui.edu credentials.

- You will need a computer on which you can install these applications and write and run your programs. These applications are free and available for Windows, MacOS, and Linux.
- If you need help with technology, please go to the <u>Help Center (https://help.byupathway.edu/)</u>

Structure

Course Outcomes

- 1. Develop responsive web pages that follow best practices and use valid HTML and CSS.
- 2. Demonstrate proficiency with JavaScript language syntax.
- 3. Use JavaScript to respond to events and dynamically modify HTML.
- 4. Demonstrate the traits of an effective team member (such as clear communication, collaboration, fulfilling assignments, and meeting deadlines).

Major Assignments

The table below is meant to help you see the relevance of each major assignment as it pertains to the course outcomes.

Assignments	Develop responsive and dynamic front-end web dev skills.	1–5
Project	Individual programming project	3–6
Concept Fluency	Exam covering basic concepts presented in the course.	7

Weekly Patterns

The table below displays typical weekly activities, due dates, and activity descriptions.

Due Date*	Learning Model	Activity Title	Description
Midweek	Prepare	Learning Activity	Formative learning activities and checking understanding.
End of Week	Teach One Another and Prove	Assignment	Proof of formative learning.

^{*}Set your time zone within user preferences so the dates and times for course activities will display correctly for your time zone.

Learning Model

This course follows the principles of the <u>BYU-Idaho Learning Model</u> (https://www.byui.edu/learning-model/), including the importance of exercising faith, taking action and initiative, and loving, serving, and teaching one another.

Expectations

Notifications

To **find grading feedback quicker** and to have announcements come to your contact method of choice, add your contact methods in Canvas so you can receive notifications. The tutorial <u>How do I add contact</u> methods to receive Canvas notifications as a student?

(https://community.canvaslms.com/t5/Student-Guide/How-do-I-add-contact-methods-to-receive-Canvas-notifications-as/ta-p/516) will show you how to add contacts. The tutorial How do I manage my Canvas notifications as a student?

(https://community.canvaslms.com/docs/DOC-10624-4212710344) will show you how to set up your notification preferences.

Al Policy

This course encourages the use of AI in appropriate ways. Read the Software Development Program AI Policy (https://byui-cse.github.io/cse-ww-program/student/ai-policy.html) for details.

Feedback

You can expect to receive grades and feedback within a few days of the due date for all assignments. Review the rubric for feedback.

If you would like to discuss a graded assignment, review the feedback and/or assessment provided by the grading team before posting your question in the comment area of the assignment. To find feedback on your assignment, please review the article titled How Do I Find Assignment Feedback?
(https://docs.google.com/document/d/e/2PACX-

1vRhaaEFgxsEsER149MRbUOa7diQxTDp2D8Di8LHPvZJ3nD9SphW0wK4qHH8ttDKi2Xntj6rhkHp5Dwj/pub)_

Workload

Learning to develop software and write code is similar to learning a new spoken language or a new musical instrument. The topics can often be described in a few words, but it takes **hours of practice** to master them. This is why these skills are in such demand by employers; only those who have worked diligently can develop coding skills.

With that in mind, you should plan to devote a significant amount of time each week to this course. Also, keep in mind that just like learning a new instrument, spending a little bit of time each day is better than a large amount of time in one sitting. If you put off the work of this course until Saturday, you will

likely not be successful. If you start early, ask questions, and work diligently, you will be successful and develop the skills to create amazing software.

Group Work

A key learning outcome of BYU-Idaho is to help you develop as a **skilled collaborator** \Rightarrow (https://www.byui.edu/byu-idaho-learning-outcomes#sc). Learning to work with a team is also a specific outcome of this course.

To help develop these skills, you will be encouraged to communicate with others in the course and even meet together to discuss learning activity principles and the application of the principles and concepts in the assignments. The course will use MS Teams to facilitate discussion.

Late Work and Resubmissions

Turning work in on time is a sign of professionalism and respect for the instructor as well as the other students in the class. Students are expected to submit all work on time, which means by the due date listed on the assignment.

Policy	Details
Due Date	Assignments are due in the middle and end of the week. Due dates are clearly indicated in Canvas. See the modules page (https://byupw.instructure.com/courses/275060/modules/3278939) for exact due dates and time.
	If you do not submit an assignment or graded quiz by the due date, that assignment or quiz will automatically be given a score of zero. Resubmissions or late work will be accepted for full credit, if submitted before the "until date" specified on each assignment or quiz.
Late Work	To prevent falling behind, it is best to submit your work on time or early. Assignments and quizzes may be submitted up to three times. The reason resubmissions and late work can be submitted after the due date is to give you the ability to master the concepts. If your first submission was not done correctly, you are encouraged to seek help, improve your assignment, and resubmit.

Retries

You may fix and resubmit assignments up to two times, in other words, a total of three submissions will be allowed.

Grading Scale

Letter Grade	Percent
A	93%
A-	90%
B+	87%
В	83%
В-	80%
C+	77%
С	73%
C-	70%
D+	67%
D	63%
D-	60%

Letter Grade	Percent
F	lower than 60%

Grade Questions

In this course, the assignments are graded by certified graders. The inclusion of graders in this course is to help instructors have more time to provide student support. If you have a question about a grade, please message your grader in Canvas through the https://community.canvaslms.com/t5/Student-Guide/How-do-I-view-assignment-comments-from-my-instructor/ta-p/283) box.

University Policies

Students with Disabilities

BYU-Pathway Worldwide is committed to providing a working and learning atmosphere that accommodates qualified students with disabilities. If you have a disability and require accommodations, please contact https://www.byupathway.edu/student-wellness/accessibility). Reasonable academic accommodations are reviewed for all students who have qualified documented disabilities. Services are coordinated with students and instructors by Student Wellness.

This course may require synchronous meetings. If you are currently registered for accommodations and need a transcription for these meetings, please contact <u>Accessibility</u> \Longrightarrow (https://www.byupathway.edu/student-wellness/accessibility).

Student Honor and Other Policies

Please click on the links below to learn more about the following policies:

- Academic Honesty ⇒ (https://catalog.byupathway.edu/academicpolicies/studentwellness/academichonesty)
- <u>Copyright Infringement</u> ⇒ (<u>https://catalog.byupathway.edu/academicpolicies/studentlife/copyright-infringement</u>)

- <u>Disability Services</u> ⇒ (https://catalog.byupathway.edu/academicpolicies/studentwellness/disability-services)
- <u>Disruptive Behavior</u> ⇒ (https://catalog.byupathway.edu/academicpolicies/studentwellness/disruptive-behavior)
- <u>Nondiscrimination</u>

 <u>(https://catalog.byupathway.edu/academicpolicies/studentwellness/nondiscrimination)</u>
- Other University Policies (https://catalog.byupathway.edu/academicpolicies/list)

Go to the <u>Student Resources (https://byupw.instructure.com/courses/535/modules/1512)</u> module for further resources and information.

Course Summary:

Date	Details	Due
Thu Jan 9, 2025	₩01 Learning Activities (https://byupw.instructure.com/courses/4308/assignments/8475	due by 4:59pm
Sat Jan 11, 2025	₩01 60-second Status Update (https://byupw.instructure.com/courses/4308/assignments/8475	due by 4:59pm
	₩01 Assignment: Home Page (https://byupw.instructure.com/courses/4308/assignments/8476	due by 4:59pm
	₩01 Quiz: Course Expectations (https://byupw.instructure.com/courses/4308/assignments/8475	due by 4:59pm 56)
	₩01 Setup: Tools (https://byupw.instructure.com/courses/4308/assignments/8475	due by 4:59pm
Thu Jan 16, 2025	₩02 Learning Activities (https://byupw.instructure.com/courses/4308/assignments/8476	due by 4:59pm
Sat Jan 18, 2025	₩02 60-second Status Update (https://byupw.instructure.com/courses/4308/assignments/8476	due by 4:59pm
	W02 Assignment: Picture Album (https://byupw.instructure.com/courses/4308/assignments/8476	due by 4:59pm 5 <u>9)</u>

Date	Details	Due
Thu Jan 23, 2025	₩03 Learning Activities (https://byupw.instructure.com/courses/4308/assignments/84761)	due by 4:59pm
Sat Jan 25, 2025	₩03 60-second Status Update (https://byupw.instructure.com/courses/4308/assignments/84764)	due by 4:59pm
	W03 Assignment: Country Page (https://byupw.instructure.com/courses/4308/assignments/84770)	due by 4:59pm
	W03 Student Feedback to Instructor (https://byupw.instructure.com/courses/4308/assignments/84771)	due by 4:59pm
Thu Jan 30, 2025	₩04 Learning Activities (https://byupw.instructure.com/courses/4308/assignments/84766)	due by 4:59pm
	W04 Project: Website Subject (https://byupw.instructure.com/courses/4308/assignments/84773)	due by 4:59pm
Sat Feb 1, 2025	₩04 60-second Status Update (https://byupw.instructure.com/courses/4308/assignments/84762)	due by 4:59pm
	W04 Assignment: Enhanced Temple Picture Album (https://byupw.instructure.com/courses/4308/assignments/84772)	due by 4:59pm
Thu Feb 6, 2025	₩05 Learning Activities (https://byupw.instructure.com/courses/4308/assignments/84759)	due by 4:59pm
	W05 Project: Website Planning Document (https://byupw.instructure.com/courses/4308/assignments/84775)	due by 4:59pm
Sat Feb 8, 2025	₩05 60-second Status Update (https://byupw.instructure.com/courses/4308/assignments/84763)	due by 4:59pm
	W05 Assignment: Product Review Form (https://byupw.instructure.com/courses/4308/assignments/84774)	due by 4:59pm

Date	Details Due
Sat Feb 15, 2025	W06 Project: Completion (https://byupw.instructure.com/courses/4308/assignments/84776)
Wed Feb 19, 2025	₩07 End-of-Course Evaluation (https://byupw.instructure.com/courses/4308/assignments/84777) due by 4:59pm
wed Feb 19, 2023	W07 Final Exam (https://byupw.instructure.com/courses/4308/assignments/84760) due by 4:59pm

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