



Introduction to Web Development: Course Overview

Structure of the Course

Units

The course is broken into five major sections each with several units (see outline below). Each unit is made up of lessons of differing length. The pacing guide and the section specific teacher's guides give time estimates for each of the units.

Learning Targets

Each unit has several learning targets that are outlined in the teacher's guide.

Lessons

Lessons can be approached in several different ways and it is up to the discretion of the teacher to decide how to deliver the material. The course can be teacher lead or student lead. Students should be able to work through the material using the resources in the course as well as external resources linked from the course materials.

Documentation

Each lesson has a documentation section. This can be done in a physical notebook or an online document such as a google doc. Checking documentation is a good formative assessment for students.

Assignments

Each unit has assignments at the end. These are meant as summative assessments to demonstrate student learning.

Portfolio Projects

By the end of each major section students will have several new items that serve as portfolio projects. These can be used to show industry relevant skills students have learned. In addition these provide summative assessments teachers can use in grading students.

Major Section Exams

Sample exams are given for each major section. These are meant as a quick assessment for student learning and can be used as is, or modified to fit individual classes.

Course Outline and Pacing Guide

Unit	Hours	Total
1.1 Simple Sample	1	1
1.2 Getting Started With HTML	5	6
1.3 Lists and Tables	3	9
1.4 Forms	3	12
1.5 Career and College	1	13
2.1 Style	5	18
2.2 Color	5	23
2.3 Layout	5	28
2.4 Boxes	3	31
2.5 Career and College	1	32
3.1 Flexbox	5	37
3.2 CSS Grid	6	43
3.3 Career and College	1	44
4.1 Intro to JavaScript	5	49
4.2 Programming Fundamentals	5	54
4.3 JavaScript Game Development	5	59
4.4 Working with the DOM	5	64
4.5 Career and College	1	65
5.1 Design Cycle	2	67
5.2 Initial Pitch and Vote	2	69
5.3 Problem Statement	4	73
5.4 Solution Proposal	4	77
5.5 MVP	10	87

Unit	Hours	Total
5.6 Final Pitch	2	89
5.7 Career and College	1	90