Welcome to Basic Web Development

Date: Weekday
Time: afternoon

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Course Description:

The HTML / CSS Course is meant to introduce the students to front-end web development which involves learning HTML, CSS and Javascript. The course begins on **DATE** and ran for **# weeks** with the last class being given on **DATE**. Classes are held **DAYS** from **TIME**. Arrival is between **TIME**. Instruction goes from 6:30 to 8:30 with a short break at 7:15. The class is free of charge and basic computer skills.

The class management system and communication of all of the students registered are monitored on **Slack**.

The homework and group assignments **MUST** be turned in before **DAY** before **TIME** to receive a passing grade.

Learning Outcomes:

Wireframes, Prototypes, Mockups and Comps Responsive and Mobile Design Front-End Development (HTML / CSS) Basic Javascript and Understanding of Frameworks Microblogging Platform (Wordpress)

Required Accounts:

Google: https://myaccount.google.com Adobe XD: https://www.adobe.com/products/xd.html

Github: https://github.com Github Page: https://pages.github.com

Slack: https://slack.com

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Browsers:

Google Chrome (*PC/Mac/Mobile*): https://www.google.com/chrome Microsoft Edge (*PC*):

Safari (*Mac/Mobile*): https://www.apple.com/safari https://www.microsoft.com/en-us/windows/microsoft-edge
Firefox Developer (*PC/Mac*): Opera Browser (*PC/Mac/Mobile*): https://www.opera.com

https://www.mozilla.org/en-US/firefox/developer

Firefox (PC/Mac/Mobile):

https://www.mozilla.org/en-US/firefox

Resources:

Computer (PC notebook) Photopea (online): https://www.photopea.com

MAMP (software): https://www.mamp.info/en/ Wordpress (online): https://wordpress.com

Adobe XD (software): https://www.adobe.com/products/xd.html Local by Freewheel: https://localbyflywheel.com

Course Topic Outline:

Week 1:

- Course Introduction and Project Outline
- Create Accounts / Install applications and tools
- Introduction to Web Browsers
- Introduction to Prototyping
- Practicing Prototyping

Homework: Create a sample prototype to understand the importance of prototyping and content development of an event site base on topic.

Week 2: Introduction to Hypertext Markup Language

- Breakdown of building with code
- Introduction to Github and Github Page
- Introduction to HTML and CSS
- Practicing Coding (HTML)

Homework: Create anatomy of a community site in HTML. Preparing content and images for building web page.

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Week 3: Introduction to Cascading Style Sheets

- Structuring HTML Pages
- Introduction to CSS
- Introduction to Box Model
- Introduction to CSS Flexbox
- Visual Design and CSS
- Practicing Coding (HTML and CSS)

Homework: Create anatomy of a community site in HTML and CSS with "clean code".

Week 4: Introduction to Responsive Web Design & Development

- Continue CSS
- Responsive Web Design
- Diversity of Design
- Responsive framework (Bootstrap)
- Practice using framework to create responsive design

Homework: Integrating framework into web project for device responsiveness.

Week 5: Introduction to Javascript

- Javascript Syntax
- Javascript in the Browser
- Using third-party Javascript Code

Homework: Integrating javascript into web project to understand interactivity and building dynamic content.

Week 6: Introduction to Wordpress

- Microblogging platform (Wordpress)
- Install Local by Freewheel
- Integrating template into platform
- Troubleshooting

Homework: Integrate website project onto microblogging platform

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Week 7: Class & Presentations

- Framework Presentation
- Website Presentation

Grading System:

Grading will be computed on a Pass or Fail. The final project along with attendance, participation and presentation contribute to your final grade for the class.

Attendance Policy:

A maximum of two (2) adsense is allowed for the coding program.

A student that misses more than 2 sessions or excessively absent noted by the instructor, will receive a grade of "WU" (unofficial withdrawal) or withdrawal from the program.