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| Day One |  | Beginning JavaScript  Monday/Day 1 |
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| Overview The ninjas will begin to learn the basics of JavaScript. Once they have finished that, they will begin learning how to use and access the GDP. Ninjas will learn how to access their accounts through the dojo and start coding their first projects. Objectives  * The ninjas will get their access to the dojo and the GDP * They’ll begin to learn how to code using JavaScript  Activities  * Ninjas will login for the first time. * Go over what JavaScript is and what the camp will look like. * Have all ninjas login to the dojo. * Show ninjas how to access the PDF for the curriculum. * Project and show ninjas what the GDP is and show them where to find everything. * Have ninjas follow the book and go through the projects for the day. * Once they are done with a project, double check to make sure all of their code works correctly. |  | Materials Each ninja will need:   * A computer, mouse, and mouse pad * An account for the GDP * A curriculum book/access to the JavaScript PDF  Projects for the Day  * The Basics * Moving Things * Round and Round |