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| Day Two |  | Beginning JavaScript  Tuesday/Day 2 |
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| Overview The ninjas will learn more advanced JavaScript through their projects. They should start the day with the Conditions activity and then move into doing the activities when they are done. Objectives  * Ninjas will learn more JavaScript syntax through block coding. * Ninjas will complete the three activities included in the camp PDF.  Activities  * Go over the new materials that ninjas will be learning in the new projects. * Ninjas should then begin working on their Beginning JavaScript activities for the day, staring with Conditions. * Once a ninja finishes a project, double check it and then have them move on to the next project. |  | Materials Each ninja will need:   * A computer, mouse, and mouse pad * An account for the GDP * A Beginning JavaScript PDF or book  Projects for the Day  * Conditions * Dodge! * Padlock |