This unit on JavaScript DOM will be taught after HTML and CSS in order to give students the skills they need to build functional web apps. This will also set up a foundation for working with JavaScript libraries such as React or JQuery. I believe that students should learn vanilla JavaScript before working with any libraries that abstract away details so that their skills are flexible and they are not dependent on one particular library.

Pre-requisites: basic knowledge of JavaScript: variables, if statements, etc. these basic concepts will be taught during a previous unit on game design. Thorough knowledge of HTML/CSS.

Lessons:
Adding JavaScript to a website
Basic JS input and output
JS forms input and output
Guided Project: login screen
JS CSS manipulation
JS with arrays
JS with dictionaries
Guided Project: social media page
Final project (4 days)

Session 3: 9/29
  * Write a draft proposal for your unit plan.
  * This will go in a separate gh classroom assignment:
    * Invitation link <https://classroom.github.com/g/Lumnx1Kc>
    * If you are working in a group, only one group member should start the assignment.
  * Your unit plan draft proposal should have the following parts:
    * High level description of unit content.
    * Rationale for creating the unit.
    * Placement of unit in existing class/sequence.