

The background is a solid light orange color. In the center, there is a large orange monitor with a white bezel and a white stand. To the left of the monitor is a white keyboard with a grid of white keys. Below the keyboard is a small white circle. To the right of the monitor is a large orange notebook with a white cover and a white pencil. Below the notebook is a small orange pencil. In the bottom left corner, there is a small orange smartphone with a white outline.

JS DOM Project

I can design, plan, and build a
JS DOM project on the topic of
my choice.



Starter

Sit with your team members, if applicable. Come up with a checklist of at least 3 **specific** items you plan to work on today and **who** will work on them.

Not acceptable: We will code our project.

Example: Robert will work on making the Next button functional.

JS DOM Project

Requirements Checklist - Individual Projects

- ☐ Separate script file
- ☐ At least 2 ways of getting JS elements [DOM access methods] multiple times throughout the code
- ☐ As least 1 example of changing innerHTML or textContent
- ☐ At least 2 examples of changing CSS
- ☐ At least 1 example of creating a new element
- ☐ Multiple examples using events
- ☐ At least 1 example using JS DOM animation *optional*

JS DOM Project

Requirements Checklist - Team Projects

2-3 group members

All of the individual requirements, plus:

- ☐ a separate .js file for each team member with at least 1 event and at least 1 function
- ☐ 1 more example of changing innerHTML or textContent
- ☐ 2 more examples of changing CSS
- ☐ At least 1 example using JS DOM animation *required*

To Do

1. Continue building your project.



Homework:

Complete at least 2 requirements if you did not do so in class.

Resource:

[W3Schools DOM](#)

Exit Ticket

Answer in your project journal:

- ❖ What did you accomplish today?
- ❖ What challenges or bugs did you face today? Were you able to resolve them?
- ❖ What is your plan for tomorrow?

Standards

- ❖ 9-12.CT.4 Implement a program using a combination of student-defined and third-party functions to organize the computation.
- ❖ 9-12.CT.8 Develop a program that effectively uses control structures in order to create a computer program for practical intent, personal expression, or to address a societal issue
- ❖ 9-12.CT.9 Systematically test and refine programs using a range of test cases, based on anticipating common errors and user behavior.