IPND Calendar

This calendar shows you what you'll need to complete each week to stay on track and graduate before the end of the term.

Week	Topic	Due this week
Week 1	Welcome to the Program! Intro to HTML / Basic HTML Page	
Week 2	Intro to HTML / Basic HTML Page Intro to CSS / Animal Trading Cards	**Lab: Basic HTML Page**
Week 3	Intro to CSS / Animal Trading Cards	
Week 4	Intro to CSS / Animal Trading Cards	
Week 5	Intro to CSS / Animal Trading Cards	**Animal Trading Cards** (due Sunday)
Week 6	Turtles and Code	Resubmit Animal Trading Cards (if needed)
Week 7	Functions, Part One Functions, Part Two	
Week 8	Functions, Part Two Shell Workshop	
Week 9	Python at Home Strings & Lists, Part 1	
Week 10	Strings & Lists, Part 2 Style and Structure / Adventure Game	
Week 11	Style and Structure / Adventure Game	**Adventure Game** (due Sunday)
Week 12	What is JavaScript? Data Types & Variables Conditionals	Resubmit Adventure Game (if needed)
Week 13	Conditionals Loops Functions	
Week 14	Functions Arrays	
Week 15	Objects The Document Object Model Creating Content with JavaScript Working with Browser Events	

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Week 16	Pixel Art Maker	**Pixel Art Maker** (due Sunday)
Week 17	Catch up or explore optional content.	Resubmit Pixel Art Maker (if needed)
End of term **All projects and labs must be complete to graduate**		