FRONT-END WEB DEVELOPMENT SYLLABUS

	LESSON #	TOPIC	LEARNING OBJECTIVES
UNIT 1: HTML, CSS BASICS	1	**HTML Basics**	‣ Identify correct tags for content. ‣ Articulate the progression of HTML to HTML5. ‣ Describe the DOM and draw simple DOM tree.
	2	**CSS Basics**	‣ Apply and explain CSS "cascade" including: importance, specificity and inheritance. ‣ Define CSS selectors. ‣ Define separation of concerns. ‣ Experiment with margin padding and border.
	3	**CSS Box Model**	‣ Define CSS Box Model, and demonstrate the ability to properly manipulate elements using padding, margin, and border. ‣ Articulate tag attributes and how they are used in a web page.
	4	**Page Layout**	‣ Differentiate between classes and IDs and apply best practices when implementing. ‣ Apply header, footer, sidebar, and multi-column layouts to develop a web page. ‣ Experiment and predict effects of floats and clearing CSS positioning.
	5	**Layout Lab**	Practice CSS Layouts.
	6	**The Basics Labs**	Practice web development skills by transforming a design comp into an HTML and CSS web page.

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UNIT 2:
ADDING
INTERACTIVITY

LESSON #	TOPIC	LEARNING OBJECTIVES
7	**Intro To Programming**	‣ Practice programmatic thinking by writing pseudo code to solve a basic problem. ‣ Define websites behavior and the practical uses of JavaScript. ‣ Predict DOM output / changes by reading JS code.
8	**Intro jQuery**	‣ Differentiate between jQuery and JavaScript, describe benefits of using them. ‣ Recognize jQuery syntax. ‣ Use selectors and jQuery functions to effectively manipulate the DOM.
9	**Variables & Conditionals**	‣ Define variables and identify best cases to use them. ‣ Differentiate between strings, integers and floats. ‣ Apply conditionals to change control flow in a program.
10	**Functions**	‣ Describe arguments as they relate to functions. ‣ Predict values returned by a given function. ‣ Differentiate control flow between anonymous and named functions.
11	**JavaScript Lab**	Apply programming skills to plan and build a card matching game.
12	**Review & Refactor**	‣ Define refactoring and describe why it is important. ‣ Describe the concept of "this" as it applies within jQuery anonymous functions. ‣ Experiment and apply different debugging techniques code.

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LESSON #	TOPIC	LEARNING OBJECTIVES
13	**Responsive Websites**	‣ Differentiate between fixed, responsive, fluid and elastic layouts. ‣ Apply CSS and JS to web sites to achieve a mobile site. ‣ Implement media queries to change layout on mobile devices.
14	**Responsive Websites**	‣ Learn how to analyze a web page in order to redesign it responsively.
15	**Web Forms**	‣ Understand and apply form tags. ‣ Use JS to collect form data. ‣ Differentiate between types of inputs and use cases for each. ‣ Be able to perform pseudo-styling of input elements that the browser won't let us directly style.
16	**To Do List Application**	Practice creating web applications in teams.
17	**Instructor's Choice**	Instructors choose the agenda.
18	**In Class Lab Time**	In class time to work on the final project.
19	**Student's Choice**	Students choose the agenda.
20	**Final Project Presentations**	Final project presentations