**Canvas Training Module Overview**

Newly introduced with the release of HTML5, the Canvas element is used as a container to draw shapes and images on a website in real time without requiring that the website be refreshed. This makes Canvas a very useful tool for creating javascript-based games and animated sections that respond to user input. The goal of this training module is to help students gain a better understanding on the use of Canvas for simple 2D animation using JavaScript.

**Level of Training**

It is assumed that students have some background in HTML5 and JavaScript. This tutorial can be used and will be useful to almost anyone with a little coding experience.

**The learning outcomes of this training module include:**

* Students will be able to set up Canvas on a sample web page.
* Students will learn how to create constructors in Canvas.
* Students will be able to instantiate objects in Canvas
* Students will be able to update object positions in Canvas (making the background move, adjusting the position of an object).

**Presentation**

<https://prezi.com/view/PphShefYWVZjGDdbtznz/>