

Hours	Theme
1	Intro in project & in current speciality (nuances of the proffesion)
	Presentation with project insights, statistics & goals
	Proffesion's intro together with teachers introduction (teacher's experience, working enviroment, experience sharing)
0.5	Intro in IT
	Website's, servers & technicalities
0.5	Intro - on OS, processes, environmental variables
	Setup local machine
	Command lines
	Additional timing reserved for setting up local communication tools (discord, slack, etc.)
0.5	GIT
	Push / Pull
1	Intro - what is programming
	Computer memory; number systems; binary system
	Variables, data types, arithmetic operations, operatings from Math class
	Arrays, 2d arrays, example programs with array
1	Basics
	Intro in HTML
	HTML5 tags
	HTML elements
	HTML atributes
1	Mathematic's & Logic
	Defining principles
	Math operators
1	Algorithm's
1	Advanced HTML: tables, forms
1	Intro in CSS
	Selectors
	Declarations
2	CSS with HTML
2	Advanced CSS
	Media queries
	Flexbox
	Grid
3	CSS frameworks, bootstrap
1	Intro in Javascript
2	Javascript variables
2	Javascript data types
2	Javascript logic operators
2	Javascript math (input/output)
2	IF and switch
2	Loops
	while
	do-while
	for
2	Practical tasks on array, fizz bazz
2	Objects (primitive objects), Date, Math, arrays as objects, strings as objects, etc.
2	functions
2	practical tasks - working with functions (functions for detecting palindromes, anagrams etc)
2	DOM - "onclick" in HTML, event binding, changing HTML elemtns and attributes with JS
2	Practical task - clicker game
2	jquery basics
2	jquery plugins
1	packages
2	practical task - making a calculator with jquery
1	Introduction to modern reactive frameworks
2	Vue JS basics - Data binding, templeting concept, logic branching and looping in the template (simple TODO app)
2	es5 vs es6, syntax differencies.
1	Into to parel, NPM
2	JS classes
1	JS modules, import ,export
2	Vue components
4	Intro in OOP - classes and objectives, variables and functions
	What is OOP?
	OOP principle
4	Intro in SQL
	Setting up the environment - installing MySQL, relational databases theory, connection string formation
	SQL and MySQL basics - creating databases and database tables, updating tables, dropping tables
	Basic SQL and MySQL commands - select, where and wildcards
	ORDER BY and GROUP BY commands
	Joining multiple database tables
	Advanced SQL and MySQL - subqueries
	transactions (ACID principles), views, indexes and constraints
0.5	Agile & Scrum basics
	Intro in Agile; 12 Agile principles; activity with personal top agile principles
	Scrum overview & values; concept of sprint; role of scrum master, product owner, development team.
0.5	SDLC basics
	Continuing with Agile & Scrum, SDLC methodology
	Models & advantages
0.5	GIT
	Commit / Merge
15	Work in groups for final project - only in mixed pairs, 2 weeks period
	Develop responsive web page
	Final project presentation
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