Explore the Syllabus

If you have spent time in a classroom, you've probably come across a course syllabus before. For those of us that may want a refresher, there is good news: a syllabus is basically an outline of the course. It tells us what we are studying, when we are studying it, and how to get credit for our work.

To get started in this course, it's a good idea to take a look at the syllabus. We've called out some of the most critical information for you below. Once you're confident you've grasped the key information, download the complete syllabus and save it on your desktop so that you can refer to it regularly as you progress.

Syllabus Overview

Graduation Requirements

Graduates of the program will receive a Certificate of Completion from the university. In order to graduate from this course and receive your certificate, you must complete the graduation requirements listed in the detailed syllabus.

Assignments & Grading Breakdown

Now that you know where to find the graduation requirements (and that graduation requirements exist!), you may be wondering how to actually accomplish these requirements. The Assessment Criteria section of the syllabus has this detail for you. As an overview, there are two categories of assignments: Projects and Challenges.

- **Projects:** The boot camp is divided into three equal sections: Foundations, Technique, and Performance. Each of the sections culminates in a group project where teams apply key technologies learned in that section to build dynamic applications. They are worth 60% of your grade.

- **Challenge Assignments:** Weekly individual assignments where key skills learned in a module are applied. You'll receive rubric-based feedback and the lowest two grades will be discarded. They are worth 40% of your grade.

Key Dates

As a twenty-four week course, there is a lot to keep in mind when it comes to timing your studies. Here are some key dates that may help:

- **Weeks 1–6: Foundations.** You'll build a solid foundation in fundamental concepts of web development: HTML, CSS, and JavaScript. Each week you'll work through online content and complete a challenge by yourself. you'll also join your classmates for one required live session. You are also encouraged to join your classmates for a second, recommended live session. Challenges are due at 11:59 university time on Sunday.

- **Weeks 7-8: Project 1.** You'll work with your group and apply your newly acquired skills to build a client-side application using third-party APIs. You'll continue to gather for live sessions.

- **Weeks 9-14: Technique.** You'll learn the necessary skills to engineer a full-stack application: servers, databases, and APIs. You'll also continue to work through online content, complete weekly challenges, and attend live sessions.

- **Weeks 15-16: Project 2.** You'll work with your group and bring together new technologies and concepts learned in section 2 to develop a full-stack application. You'll continue to gather for live sessions.

- **Weeks 17-22: Performance.** You'll learn cutting-edge tools to optimize applications for speed and efficiency and begin your transition into a new career as a web developer. You'll also continue to work through online content, complete weekly challenges, and attend live sessions.

- **Weeks 23-24: Final Project.** You'll work with your group to create a dynamic single-page application using the MERN stack. You'll continue to gather for live sessions.

- **Holidays:** A complete list of holidays can be found in the syllabus.

- **Calendar:** By using the calendar function in Canvas, you can easily track due dates. You can access the calendar from the far left navigation menu, immediately below the Courses tab.

Now that you've got some of the big picture covered, let's dig into the details. If you haven't already, download the detailed syllabus. Then, use it to answer the following questions.

NOTE

> The syllabus is available in the left-hand course navigation menu by clicking on "Syllabus."

Question 1.1

What are Challenges?

○ Group projects

○ Extra projects that are more difficult than the regular, weekly assignments.

◉ Weekly individual assignments that will take you about 5–10 hours to complete.   ✔

Question 1.2

Fill in the blank.

Challenges are due at 11:59 p.m. university time on | Sunday   ✔

| :: Monday | :: Tuesday | :: Wednesday | :: Thursday | :: Friday |

| :: Saturday |

Question 1.3

True or False: You will need headphones with a microphone and a webcam to join your Virtual Class (Required).

◉ True   ✔

○ False

Response-specific feedback
Correct.