

GENERAL ASSEMBLY

Front End Web Development (FEWD) March 8th - May 12th Tuesdays and Thursdays, 6:30 - 9:30pm

Instructor: Sarah Holden

	LESSON	TOPIC	LEARNING OBJECTIVES
WEEK 1: HTML/CSS BASICS	1	HTML Basics	 Provide an overview of the world of web development
			 Articulate the role of HTML, CSS and JavaScript in front-end development.
			 Recognize the different roles and responsibilities in web development.
			• Apply and experiment with HTML tags.
	2	CSS Basics	• Describe the DOM and draw a simple DOM tree.
			 Predict image paths and apply relative paths to and <a> tags.
			 Differentiate between basic web color principles: RGB, RGBA, hexadecimal color.
			• Use CSS to add basic styles to an HTML page.
WEEK 2: STYLING	3	Box Model	→ Select nested elements to apply styling
			 Differentiate between classes and IDs and apply best practices when implementing.
			 Apply and explain CSS "cascade" including: importance, specificity and inheritance.
			 Define CSS Box Model, and demonstrate the ability to properly manipulate the "box" around elements
	4	Layout	Differentiate between block and inline elements
			 Identify when HTML5 structural elements should be used
			 Apply header, footer, sidebar, and multi-column layouts to build a web page.
			 Experiment and predict effects of floats and clearing CSS positioning.
WEEK 3: PAGE LAYOUT	5	Lab	 Practice web development by transforming a design comp into a webpage.
	6	Lab/Review	 Practice web development by transforming a design comp into a webpage.

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WEEK 4: INTRO TO	7	Intro to Programming	 Practice programmatic thinking by writing pseudo code to solve a basic problem.
PROGRAMMING			• Define web site behavior and the practical uses of JavaScript.
			 Predict DOM output / changes by reading JS code.
	8	jQuery Basics	 Differentiate between jQuery and JavaScript, describe benefits of using them.
			 Recognize jQuery syntax
			 Use selectors and jQuery functions to effectively manipulate the DOM.
WEEK 5: JAVASCRIPT BASICS	9	JS (Variables, Conditionals)	• Define variables and identify best cases to use them.
			 Differentiate between strings, integers and floats. Apply conditionals to change the program's control flow
	10	JS (Functions)	• Describe arguments as they relate to functions.
			 Predict values returned by a given function.
WEEK 6:		JS (Arrays)	• Apply JS and jQuery knowledge to program a
JAVASCRIPT		Č	carousel.
CONTINUED			• Define arrays
			• Practice using indexes to access array elements
	12	Lab	• Describe the concept of "this" as it applies within jQuery functions
			• Apply programming skills to add interactions to a page
WEEK 7:	13	Responsive Basics	• Describe responsive design.
MULTIPLE SCREENS		•	 Know the difference between fluid, fixed and responsive layouts
			• Apply media queries to achieve a responsive layout.
	14	Responsive Lab	• Learn how to analyze a web page in order to be able to redesign it responsively.
			 Practice using media queries for responsive design.

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WEEK 8: Animation & Lab	15	Animation & Advanced CSS Positioning Techniques	• Identify and differentiate between different CSS positioning techniques
			 Familiarity with how animations and transitions can be used in CSS
			 Understand how animation can still be controlled using JS
	16	Final Project Lab	• In-class time to work on final project.
WEEK 9: FORM BASICS/	17	Form Basics	• Be able to differentiate the different types of inputs and why/where we would use each
STUDENT'S CHOICE			• Explain how to group elements by name.
	18	Students' Choice	TBD
WEEK 10: FINAL PROJECTS	19	Final Project Lab	In-class time to work on final project.
	20	Presentations	Final Project Presentations