GENERAL ASSEMBLY

Front End Web Development (FEWD)
July 14th — Sep 20th
Tuesdays and Thursdays, 6:30 – 9:30pm

Instructor: Sarah Holden

	LESSON	TOPIC	LEARNING OBJECTIVES
WEEK 1: HTML/CSS BASICS	1	*HTML Basics*	‣ 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. ‣ Describe the DOM and draw a simple DOM tree. ‣ Predict image paths and apply relative paths to <img> and <a> tags.
	2	*CSS Basics*	‣ Describe the DOM and draw a simple DOM tree. ‣ Predict image paths and apply relative paths to <img> 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.

	LESSON	TOPIC	LEARNING OBJECTIVES
WEEK 4: MULTIPLE SCREENS	13	*Responsive Basics*	‣ Describe responsive design. ‣ 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.
WEEK 5: INTRO TO PROGRAMMING	7	*Intro to Programming*	‣ Practice programmatic thinking by writing pseudo code to solve a basic problem. ‣ 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 6: 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 7: JAVASCRIPT CONTINUED	11	*JS (Arrays)*	‣ Apply JS and jQuery knowledge to program a carousel. ‣ 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

	LESSON	TOPIC	LEARNING OBJECTIVES
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/ STUDENT'S CHOICE	17	*Form Basics*	‣ Be able to differentiate the different types of inputs and why/where we would use each ‣ 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