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## **Hello CodersTrust!**

- Syllabus
- Communication
- Publishing your work
- Course timeframe
- Kick off

## **Unit 1**

### **Getting started with the Web**

- Overview
- Installing basic software
- What will your website look like?
- Dealing with files
- HTML basics
- CSS basics
- JavaScript basics
- How to use GitHub Pages?
- What are browser developer tools?

### **Complementary courses**

- Try Git
- Discover DevTools

### **Additional resources**

- Web Design in 4 minutes

## **HTML Structuring the Web**

- Prerequisites
- Learning pathway

## **Unit 2**

### **Introduction to HTML**

- Overview
- Getting started with HTML

- Metadata in HTML
- HTML text fundamentals
- Creating hyperlinks
- Advanced text formatting
- Web page structure
- Debugging HTML

### **Assessments**

- Marking up a letter
- Structuring content of a web page

### **Complementary courses**

- Practice HTML at Codecademy

### **Additional resources**

- HTML Elements Reference

## **Unit 3**

### **Multimedia and embedding**

- Overview
- Images in HTML
- Video and audio
- Other embedding technologies
- Adding vector graphics to the Web
- Responsive images

### **Assessments**

- Build splash page

### **Complementary courses**

- Everything You Need To Know About SVG

## **Unit 4**

### **Working with HTML Forms**

- Overview
- Your first HTML form
- How to structure an HTML form
- The native form elements
- Sending form data
- Form data validation
- HTML5 form updates

## **Working with HTML Tables**

Overview  
Table basics  
Advanced features and accessibility

## **Assessments**

Structuring tables data  
Styling form controls

## **Complementary courses**

Practice HTML tables at Codecademy

## **CSS Styling the Web**

Prerequisites  
Learning pathway

## **Unit 5**

### **Introduction to CSS**

Overview  
How CSS works  
CSS syntax  
Selectors  
CSS values and units  
Cascade and inheritance  
The box model  
Debugging CSS

### **Assessments**

Fundamental CSS comprehension

### **Complementary courses**

Practice CSS basics at Codecademy

### **Additional resources**

CSS Diner - Feast on CSS Selectors!  
CSS Glossary at Codecademy

## **Unit 6**

### **Styling text**

Overview  
Text and font styling

Styling lists  
Styling links  
Web fonts

## **Assessments**

Typesetting a community school homepage  
Complementary courses  
Practice typography at Codecademy  
Additional resources  
CSS Reference

## **Unit 7**

### **Styling boxes**

Overview  
Box model recap  
Backgrounds  
Borders  
Styling tables  
Advanced box effects

### **Assessments**

Creating fancy letter headed paper  
A cool looking box  
Complementary courses  
Practice box model at Codecademy

### **Additional resources**

Create fancy boxes

## **Unit 8**

### **CSS layout**

Overview  
Introduction to CSS layout  
Floats  
Positioning  
Practical positioning examples  
Flexbox  
Custom grids

### **Assessments**

Create website with flexible multicolumn layout  
Complementary courses

Practice positioning at Codecademy  
Flexbox Zombies

### **Additional resources**

A Complete Guide to Flexbox

## **Unit 9**

### **Responsive Design**

Responsive design concepts  
Responsive Navigation Patterns  
Mobile first approach  
Using media queries  
CSS Grid Layout

### **Complementary courses**

Practice responsive sizing techniques at Codecademy  
Practice media queries at Codecademy

### **Additional resources**

Complete guide to CSS Grid

## **JavaScript — Dynamic client-side scripting**

Prerequisites  
Learning pathway

## **Unit 10**

### **JavaScript first steps**

Overview  
What is JavaScript?  
A first splash into JavaScript  
What went wrong? Troubleshooting JavaScript  
Storing the information you need — Variables  
Basic in JavaScript — Numbers and operators  
Handling text — Strings in JavaScript  
Useful string methods  
Arrays

### **Assessment**

Silly story generator

## Unit 11

### JavaScript building blocks

- Overview
- Making decisions in your code
- Looping code
- Reusable blocks of code
- Build your own function
- Function return values
- Introduction to events

### Assessment

- Build dynamic image gallery

## Unit 12

### Introducing JavaScript objects

- Overview
- Object basics
- Object-oriented JavaScript for beginners
- Object prototypes
- Inheritance in JavaScript
- Working with JSON data
- Object building practise

### Assessment

- Adding features to bouncing balls demo

## Unit 13

### Client-side web APIs

- Introduction to web APIs
- Manipulating documents
- Traversing an HTML with DOM Interfaces
- Fetching data from the server
- Video and audio APIs
- Client-side storage APIs
- Third party APIs

### Assessment

- Build stateful 'To Do' list

## Unit 14

### Learn jQuery

- About jQuery
- Using jQuery Core
- Reacting to Events
- Exploring Effects
- Simplifying AJAX

### Assessment

Create 'off canvas' navigation menu with jQuery

### Complementary courses

Try jQuery at Code School

### Additional resources

Troubleshooting jQuery application

## Unit 15

### Accessibility

- Overview
- What is accessibility?
- HTML: A good basis for accessibility
- CSS and JavaScript accessibility best practices
- Accessible multimedia
- Mobile accessibility

### Assessment

Accessibility troubleshooting

## Unit 16

### Cross browser testing

- Overview
- Introduction to cross browser testing
- Strategies for carrying out testing
- Handling common HTML and CSS problems
- Handling common JavaScript problems
- Handling common accessibility problems
- Implementing feature detection

## **Unit 17**

### **Final Project - Build Memory Game using HTML CSS & JS**