Course Name: HTML/CSS 2

Description: Part 2 of the HTML/CSS curriculum.

Available Date: May 1, 2020

Ages: Students 12 to 18 Years. Students under 12 years of age with prior coding experience.

Additional Materials: No Purchase Necessary

Instructor/Student Ratio: 1 to 6 maximum. Typically 1:4.

Course Description

Having completed the first part of the HTML/CSS curriculum you now move forward to HTML/CSS 2. You have mastered HTML and now learn to use CSS to style your website or project. Towards the end of this course, JavaScript is introduced.

HTML

HTML is the world's most common language for tagging or what is known as "mark-up". Tagging is a structured method of communicating what type of content you want the computer to show. Tagging tells the computer what type of content to create and provides the content to the computer. It is the foundation technology for building a web page.

CSS

While HTML gives structure and semantics to a page's content, CSS controls the layout and appearance of it. CSS combines typography, color theory, graphics, animation, and page layout to help deliver a site's message. It is the second foundational technology of the web.

AN EXPERIENTIAL CURRICULUM

UCode students master HTML/CSS to create truly impressive websites from first principles. HTML/CSS foundation concepts are introduced through the use of video. Quizzes and exercises allow students to practice these skills and to apply

them to real-world problems. The initial projects are quite simple. For example, completing a website which includes a title, table of contents, three different sections complete with headers, paragraphs, and some images, followed last by a footer. However, as students progress the Projects become increasingly difficult requiring development of their skills and the integration of more advanced coding techniques.

Students then progress to building their own web site or web application.

Through this learning journey, students are guided by UCode Instructors whose role is to support students by clarifying any information they had trouble understanding, helping them to reach answers for quizzes and exercises through talking the questions or instructions through and using the student's own knowledge.

Unlike in a school classroom, the instructor does not lecture or teach in the classic sense. The instructor's role is that of coach making sure that students build their computational ability through *quality of practice*. You get good at coding, through coding.

Who can play great tennis or basketball the first time on a court? It takes practice. Students learn to take ownership for their learning, just like they will need to do at university or in the work place.

Most students flourish with this approach. They take ownership of their learning and have a great sense of achievement when they solve exercises on their own and make their websites. They progress very quickly.

HTML/CSS 2 is a good choice if:
- You have completed HTML/CSS Part 1