# *INTRODUCTION TO PROGRAMMING*

For this unit/assignment, you will be using the website www.codecademy.com  to learn a type of programming that you find interesting from the following choices:

→**Python** (A programming language that's pretty powerful and can do a ton of different things)
→**JavaScript** (Browser-based programming used to making interactive elements and games on websites)
→**HTML/CSS** (Website programming)
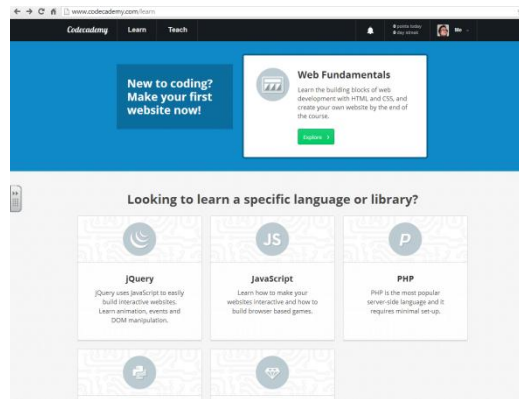


**You will complete the following steps:**

1. Go to www.codecademy.com and register as a new user. This is important so your lesson
2. progress is saved.
3. Choose the programming language you want to learn. Follow the step-by-step tutorials.
4. Take screenshots (Print Screen Button) of at least FIVE successful lessons you have completed from throughout the tutorial, (must be a mix of lessons at beginning, middle, and end). Place these screenshots in your Shares account in a folder called Unit 4 – Programming and name them "Lesson 1.jpg", "Lesson 2.jpg" etc.

   I need to see this evidence to track your progress and learning. I will also be circulating around the room to provide assistance and see how you're doing with your programming.

5. Once you complete the tutorials, (this will take a bit of time), you will then work on your **culminating unit project**. We will work out the specific details for this project but essentially you will be programming/creating an object with a clear purpose. Examples might include:
   > →An effective website with a clear purpose (coded from scratch!)
   > →A browser-based interactive tool/game using Javascript
   > →A tool/utility/game/program programmed using Python

6. There are *many* resources/tutorials available online. I'm not an expert in all things, but I do know how to use the Googler. For example, search "How to program Python" and you'll find a ton of stuff.

This unit is designed to allow you to explore/learn at your own pace, within some common expectations. Make use of your class time and have fun learning!

*MARKING:*

1. Each of the five steps in your tutorials will be marked out of 10. Two of these assignments will fall into the **KNOWLEDGE** category while three will go under **THINKING**.

2. The unit culminating project will be worth 50 marks and go under the **APPLICATION** category.

**THE TOTAL NUMBER OF MARKS FOR THIS UNIT IS 100!**

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*LEARNING GOAL:*
I will demonstrate an understanding of a common programming language by completing tutorials and creating a unique project that shows my learning.

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*SUCCESS CRITERIA:*
→I will use the [www.codecademy.com](www.codecademy.com) online tutorial to guide my learning in either Javascript, HTML/CSS elements, or Python
→I will screenshot and post at least five (5) successful lessons from the beginning, middle, and end of the tutorial to track my learning.
→I will use other resources available online to help guide my learning
→I will use time effectively and appropriately to complete my work