



FUNdamentals of JavaScript

In this enrichment class children will learn the basics of JavaScript, the programming language that makes websites interactive. Students will embrace their roles as programmers in a setting that is engaging, collaborative, and challenging. We will begin with basics and finish with JavaScript's canvas element that allows users to draw and animate anything they can imagine. Along the way, students will build games that showcase their skills.

WEB WEDNESDAYS- 6 Sessions

March 22- May 3 (no class April 19)

3:00 - 4:15p m Grades 1-6 (Participants need to be readers in order to program in JavaScript.)

\$100 /student

It is ideal for students to use their own laptop (PC/Mac) or Chromebook so that they can practice their newly acquired skills at home, much like instrumental lessons. Students will have access to shared devices if they do not bring their own.

Mrs. Lukas is a long-time tech enthusiast who spent many years as a teacher at St. Catharine School. She recently completed an intensive Coding Bootcamp at her alma mater, Rutgers, where she was awarded a certificate as a "Full Stack Web Developer." Now she is excited to combine her two passions (teaching and tech) in order to expose children to the wonders of coding at an early age.

After-School Enrichment

Learn the
Language of the
Web ~JavaScript~
in a fun and
engaging
environment!

```
16 render: function () {  
17   |  
18   |   form  
19   |     |  
20   |     |   textarea  
21   |     |     placeholder: "Type your answer here..."  
22   |     |     cols: "92"  
23   |     |     rows: "19"  
24   |     |     ref: "answer"  
25   |     |   />  
26   |     |   <button onClick={this.handleSubmit}>Submit Answer</button  
27   |     | /form  
28   |   }  
29 }
```



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