Sisters of Code Employment program 2026

Funded by Liechtenstein Development Service

Total number of students to be accepted: 30

Students participation requirements:
- Understanding English language
- Enrolled into a University or TVET (preferred year 3 or 4)
- Graduated a University of TVET (any major)
- Strong skills in using a PC (typing, using internet, e-mail)
- Interest in the profession and be able to study on the weekend

Course schedule:
- Sundays from 8:30 am to 11:30 am /1.5h lunch break/ 1:00 pm to 4:00 pm (6 hours of studying/day)

Website development and UX/UI design

- **Goal:** Empower participants with comprehensive web design and development skills, as well as clear understanding on UX/UI design principles and tools..
- **Course outcome:** students have clear understanding of web development, essential tools and fundamental coding skills for front-end web development.
- **Skills for Internship:** front end web development or UX/UI design

This course aims to prepare students for employment opportunities as front-end web developers, UX/UI designers or freelancers in this field. The course is focused on practical skills development, as well as include training on creating portfolio, CV and applying for jobs.

Graduation requirements:
- Attended 75% of the lessons
- Submitted 75% of the home works
- Submitted final course project
- Created own portfolio and professional CV

Successful students will receive IT Academy STEP Cambodia Institute official short course certificates. IT Academy STEP Cambodia Institute is an accredited institute with the Ministry of Education, Youth and Sport.

Course Curriculum

Total Hours: 78
- 6 study hours/a day
- 13 study weeks
- 1 week of Final presentation

WEEK	DATE	TOPIC

Week 1	**April 26, 2026**	Learn fundamentals
		• Trainer & Students introduction
		• Basic computer/file management (saving files, folders, browser basics).
		• How the internet works (simplified: clients, servers, requests).
		• Introduction to websites and the importance and benefits of having a website.
		• Fundamental of website
		• How website is rendered, different languages and why they are needed:
		  ○ HTML
		  ○ CSS
		  ○ JS
		• How hosting works
		• Introduction to Web Development & Design
		• Understand Website development:
		  ○ Static Vs. Dynamic
		  ○ Frontend vs. Backend
		• Set up local environment
		  ○ IDE
		  ○ Git

		○ Github account & Github project setup

Week 2	**May 03, 2026**	Learn project setup
		● Learn how to research for the right resources, cheatsheet, etc.
		● Learn how to start a project
		    ○ Structure of a website e.g. default file name, folder structure, naming convention, etc.
		    ○ Where to store the file
		    ○ Learn to run the project locally
		● Build a static website with HTML following samples
		● Improve the static website with CSS following samples

Week 3	**May 10, 2026**	Learn Git, Github & Project Management
		● Learn to host code to Github with Git
		● Learn basic best practice about Git command and working process
		● Hosting a static site on GitHub Pages.
		● Introduction to Project management
		    ○ Decide the project purpose
		    ○ Learn about project idea brainstorm
		    ○ Project Ideas brainstorm
		    ○ Project management tools
		    ○ Define what needs to be done in the project
		● Continue practice on existing project with HTML & CSS to go with the project purpose set

Week 4	**May 17, 2026**	Learn UX UI design
		● Learn UX UI concept & tools: Canva, Wix, Figma, Framer
		● Moving forward with:
		    ○ Canva for design and graphic design
		    ○ Framer for website building and UX UI
		● Use the tools to create the website design of the existing chosen project
		● Design fundamentals:
		    ○ Color theory, typography, layout.
		    ○ Accessibility basics (alt text, contrast).

Week 5	**May 24, 2026**	Learn Bootstrap
		● Finish the the website design
		● Learn Bootstrap
		    ○ The benefits
		    ○ How it works

		○ How to include Bootstrap ○ The structure ● Responsive web design ○ Mobile first ○ Media queries ● Integrate Bootstrap into existing projects ● Continue practice on existing project with HTML, CSS & Bootstrap to go with the project purpose set following the website design created
Week 6	**May 31, 2026**	Learn Javascript ● Learn basic of algorithm in Programming ● Learn Javascript ○ Variables, functions, DOM manipulation. ○ Event listeners (onclick). ● Debugging: Chrome DevTools, console.log. ● Integrate JS into the existing project ● Extend the design with action e.g. Modal, animation, slideshow, carousel, etc. ● Continue practice on existing project with HTML, CSS & JS to go with the project purpose set and website design created
Week 7	**June 07, 2026**	Learn SEO ● Introduction to SEO: keywords and meta tags ● How to apply SEO in website ● Continue practice on existing project with HTML, CSS, JS, Bootstrap, SEO to go with the project purpose set and website design created
Week 8	**June 14, 2026**	Learn API ● Where to extend learning on website development ● Introduction to API. Simple API demo ● Integrate API to existing project ● Continue practice on existing project with HTML, CSS, JS, Bootstrap, SEO, API (optional) to go with the project purpose set and website design created
Week 9	**June 21, 2026**	Learn Software Development Life Cycle & Agile Scrum ● Team up group ● Learn about how to work in a group effectively ● Introduce basic concept of Software development: Agile Scrum

		- Learn about Daily updates, group discussion, peer code review - Create a group project - Brainstorm, plan features, plan tasks, create project on Github - Design the website of the project - Implement the group project with HTML, CSS, Bootstrap, SEO, JS and API (optional)
Week 10	**June 28, 2026**	Work as a team & practice Scrum - Daily updates for each group - Work in class on the project - Push code to group Github - Host the project on Github - Team retrospective
Week 11	**July 05, 2026**	Work as a team & practice Scrum - Daily updates for each group - Work in class on the project - Push code to group Github - Host the project on Github - Team retrospective
Week 12	**July 12, 2026**	Career workshop - Career Development Workshop - Resume - Portfolio - Job search - Build individual portfolio - Link Individual project & Group Project on the Portfolio
Week 13	**July 19, 2026**	Final Group Presentation - Group presentation - Improve based on trainer's feedback on the group project - Q&A - Individual consultations with the trainer, if needed - Prepare final individual presentation
Week 14	**July 26, 2026**	Final Individual Presentation - Final individual presentation (projects and portfolio) - Improve based on trainer's & peer feedback on the individual project

		● Q&A ● Individual consultations with the trainer, if needed

Overall class activities:
- Questions & answers on each student
- Random presentation about individual project
- Publish code to Github every study day
- Learn soft skills hands on
- Prepare presentations
- Group discussions

Expected evaluation:
- Attendance (more than 1 hour late will could as permission, more than 2 hours late will count as absent)
- Permission may equals half of the attendance score
- Will comment on their performance on a spreadsheet
- Will score their work results