



Sisters of Code Employment program 2026 in Siem Reap

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: 84

- 6 study hours/a day
- 11 study weeks
- 2 week of Final group and individual presentation
- 1 week career readiness session

WEEK	DATE	TOPIC
Week 0	July 5, 2026	Morning ORIENTATION DAY & STUDENTS BRIEFING: FIRST MEETING • Getting to know each other: ice breaking • Explain the process of studying, requirements to graduate • Introduction to the course
Week 1	July 12, 2026	Learn fundamentals • 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	July 19, 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 3	July 26, 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 4	Aug 2, 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 5	Aug 9, 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	Aug 16, 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	Aug 23, 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	Aug 30, 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	Sep 6, 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	Sep 13, 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	Sep 20, 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	Sep 27, 2026	Career workshop - Career Development Workshop - Resume - Portfolio - Job search - Build individual portfolio - Link Individual project & Group Project on the Portfolio
Week 13	Oct 4, 2026	Morning: Career workshop (Con't) - Work Readiness Session Afternoon: 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	Oct 11, 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 count 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