This paper presents our first experience teaching WebGL in a master's degree for a class of students with very different backgrounds. The main challenge was to prepare a course that would be engaging for students with computer graphics experience, and yet interesting and non-frustrating for those students unfamiliar with OpenGL. In this paper we explain how we prepared this course, and the project assignment to achieve our goal. The results achieved by the students show that the course succeeded in keeping different kinds of students engaged and excited with the implementation of their final project.