REBLEX

Intro to Roblox and Remote Teaching

April 1, 2020

Webinar Series

Topic	Date
Intro to Roblox and Remote Teaching	April 1 Wednesday at 3:30 PM PST
Digital Civility and Online Safety	April 15 Wednesday at 9:30 AM PST
Lesson Plan Walk Along - Ages 8 -12	April 29 Wednesday at 3:30 PM PST
Lesson Plan Walk Along - Ages 13 +	May 13 Wednesday at 3:30 PM PST

This Webinar

- 1. What is Roblox
- 2. Downloading Roblox Studio and setting up accounts
- 3. Using Team Create
- 4. Playing together online
- 5. Curriculum offerings



What is Roblox

Roblox is a global platform where millions of people gather together every day to imagine, create, and share experiences with each other in immersive, user-generated 3D worlds.















Roblox Player vs Roblox Studio

Hardware Requirements

Playable On

- Mac
- PC
- Tablet
- iOS
- Android
- XBox Live
- Chromebook
- HTC Vive & Oculus Rift

Buildable On

- Mac
- PC

2 button mouse & scroll-wheel strongly recommended



Accounts and Software

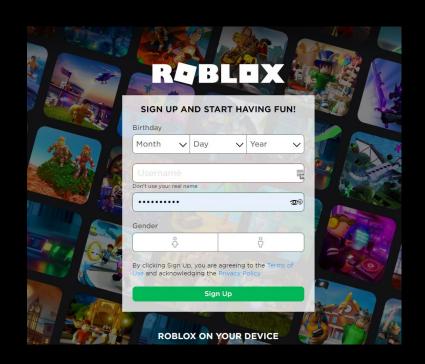
Creating Accounts

If you don't have an account or Studio installed:

Go to <u>www.roblox.com</u> and sign up.

Downloading Roblox Studio

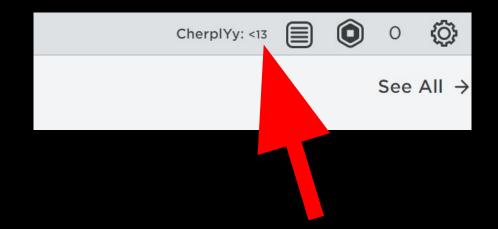
- 1. Log in and go to: www.roblox.com/create
- 2. Click **Start Creating** to download Roblox Studio.
- 3. Allow Roblox to make changes to your computer.



Accounts and Software

Some tips for student accounts

- Check for age appropriate accounts
- Encourage parents to enable account restrictions



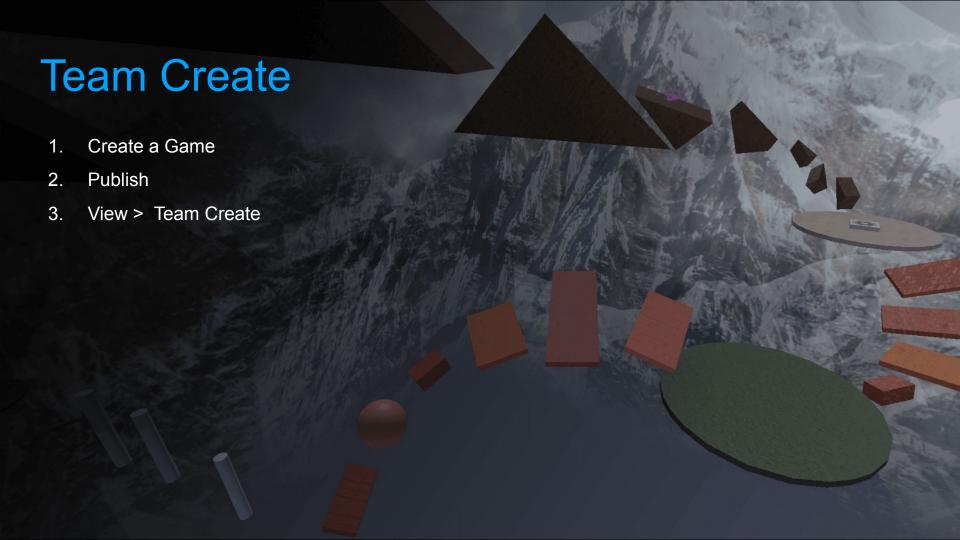
Roblox Studio

Project Examples

- Collaborative creation tools
- Syntax based coding with Lua

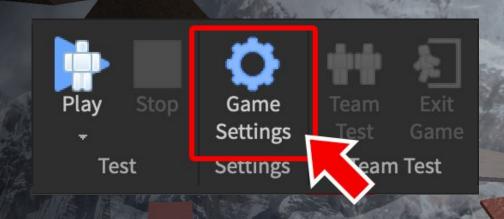
Collaboration on Roblox

Build Together Script Together Play Together

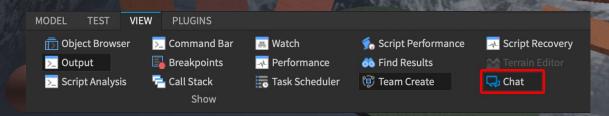


Team Create

- 1. Home > Game Settings
- 2. Select the **Permissions** tab
- 3. In the Collaborators section, add user.



Questions so far?



Playing Together Online

- What is appropriate behavior
- What do you do when you see inappropriate behavior?

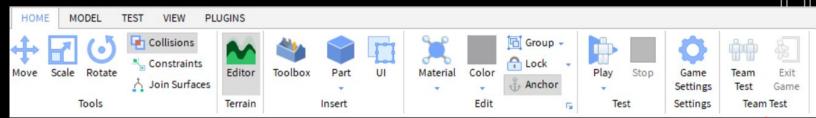




Playing Together Online

In Studio

Team Test





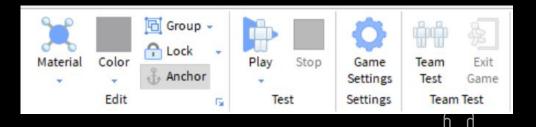




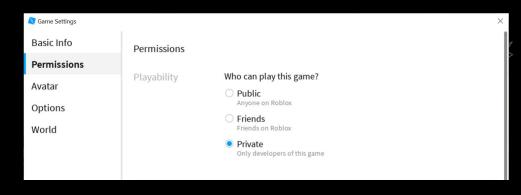
Roblox Player

If Publishing

- Game Settings > Permissions
- Select Friends or Private









Roblox Player

Learn and Explore Game Sort



Digestive system adventure

58% \$ 292



Toyokawa Inari Shrine -



★ ▲ Mount
Everest Climbing

♣ 82% ♣ 448



▶ BOARD LIFE ★ 88% ♣ 688



® BABY ELEPHANT ∰ ♣ 71% ♣ 8



Yellowstone 89% \$ 530



Roblox History Museum lite



What's The Word?



• Paris {SHOWCASE} • 86% • 9



Chess 83% 8 137



Rocket Tester



Build A Boat For Treasure







Playing Together Online

What do you do when you see inappropriate behavior?







Standards Aligned Curriculum

Detailed lesson plans, tutorials, and resources for middle school and high school. Recognized by ISTE in over 17 standards.

- Code Fundamentals
- Game Development
- Branding & Monetization
- Interdiscipline learning with history, language skills, and more



Lesson Plan Example

education.roblox.com/resources/roblox-remote

For additional tutorials and lesson plans go to:

education.roblox.com/resources/



Intro to Studio

Work with parts to create an obstacle course and publish your first game. Perfect for beginners.

Created by: Roblox



Code Fundamentals

Learn coding concepts from strings to arrays by creating traps, powerups, and more.

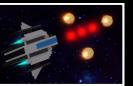
Created by: Roblox



Coding Project: Adventure Game

Use if/then statements to design a world for players to explore and collect items in.

Created by: Roblox



Coding Project: Arcade Game

Use client and server scripts to code an arcade style game with custom cameras and avatars.

Created by: Roblox

Code Your Own Story Game

Developed by Roblox

Start your coding journey with Roblox while joining millions participating in the worldwide Hour of Code™ initiative.

10 and up Computer Science

⊕ English ⊙ 1 hour

ISTE Standards: Innovative Designer 4a, 4c, 4d, Creative Communicator 6b, 6d

Learning Objectives:

- Create variables for storing player input using Lua code in Roblox Studio
- Combine player input with a prewritten story
- Test and troubleshoot the resulting code



Skills and Concepts:

- Variable A placeholder for information in code.
- String A variable that can store whole sentences, written in quotations.
- Concatenation Combining two strings into one using ...

Deploying Best Practices With

Strategic Partnerships













Find More Info

Remote Teaching Resources

education.roblox.com/resources/roblox-remote

Find Us

education.roblox.com Twitter: @RobloxEdu

Questions

education@roblox.com

Thank

You!