

# ROBLOX

Teacher Training for ages 8 to 12

# Roblox Education

[education.roblox.com](https://education.roblox.com)

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# Covering Today

1. **Before Class**
2. **Lesson Plan Ages 10-12**
  - VIP Servers for attention grabber
  - Game and script creation
3. **Scaling Lessons**
4. **Lesson Plan Ages 8 - 10**
  - Create a Historical Landmark
5. **Groups for Collaboration**



# Accounts and Software

## Creating Accounts

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

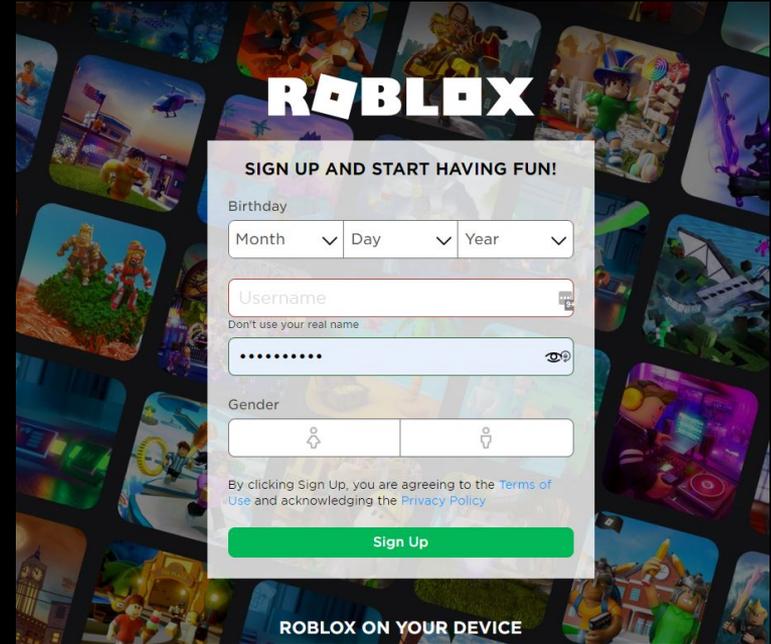
1. Go to [www.roblox.com](http://www.roblox.com) and sign up.

## Downloading Roblox Studio

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

## Requirements

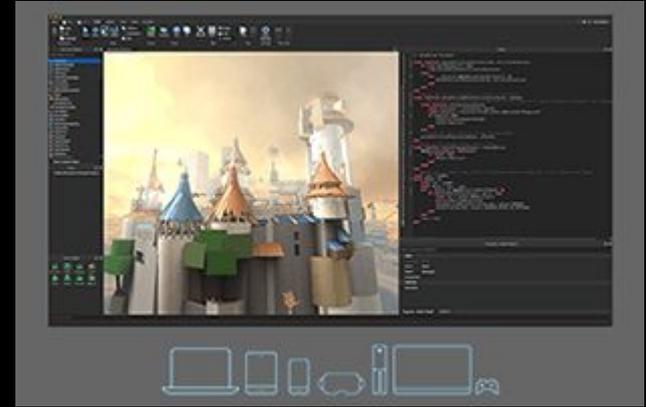
- Mac or PC
- Recommended: 2 button mouse with scroll wheel



# Before Class

- **Create accounts before class**
- **Have student email/message you account names and send you a friend invite**
- [Classroom setup](#)

**Younger students: Prep parents to be on hand for lost passwords**



# Ages 10 - 12: Choices



<https://education.roblox.com/resources/roblox-remote>

- **Historical Landmark**
- **One-off Lessons: Creator Challenge Series**
- **Intro to Coding and Game Development**

# How to use curriculum

- **Instructor lead script**
- **Self-paced assignments or inquiry-based learning**
- **Combination**



# Walkthrough

# Create an Obstacle Course

<https://education.roblox.com/en-us/resources/roblox-remote>

## Teaching Remotely with Roblox Studio



As educators, we understand the importance of having meaningful and collaborative learning experiences. With schools and teachers responding to COVID-19, Roblox is proud to offer free lesson plans that foster creativity and teach computer science in our online, collaborative platform.

Our platform allows for students to collaborate in real time, building and learning as they go. To get started, explore our lesson plans, which are ISTE-aligned and include a variety of subjects to suit different topics and age groups.

### Ages 10 and Up

Lessons below focus on project-based learning with Constructionist principles. Students are able to explore tools in a structured way and produce unique projects they can share with others.



#### Create an Obstacle Course

Practice design thinking by making an obstacle course.

[Game Design](#) [Creativity](#)

[View](#)



#### Build Historical Landmarks

Research and create a landmark to explore with peers.

[History](#) [Research Skills](#)

[View](#)

# What's An Obby



**This 12-year-old made a video game to cope with his father's suicide. He was recognized for it at The Game Awards.**



# Attention Getter - VIP Servers (optional)

Online - with or without VIP

- [Mega Fun Obby](#)
- [Mega Fun Obby 2](#)

Alternatively, can use a local file you created, or use a template

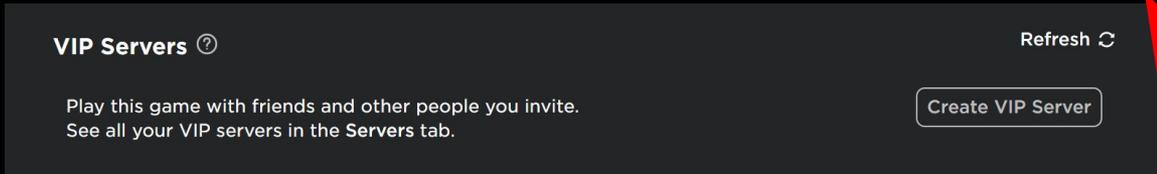


Mega Fun Obby

# Create a VIP Server

## Just, watch

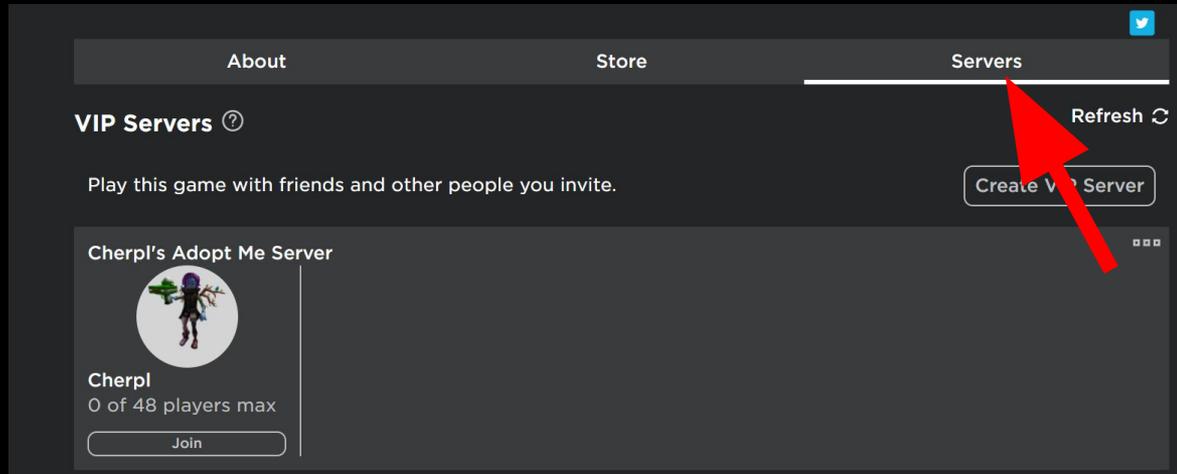
1. Select the [game](#)
2. Scroll-down to see if it allows VIP Servers



3. Purchase, config, and save
4. Share out link

# Create a VIP Server

Servers can be found on the servers tab



# Open Up Roblox Studio

Back to tutorial, follow along

- **Blue Icon** (ideal for homogenous devices and controlled settings)
- **Website-** (easier when a variety of personal machines are used)



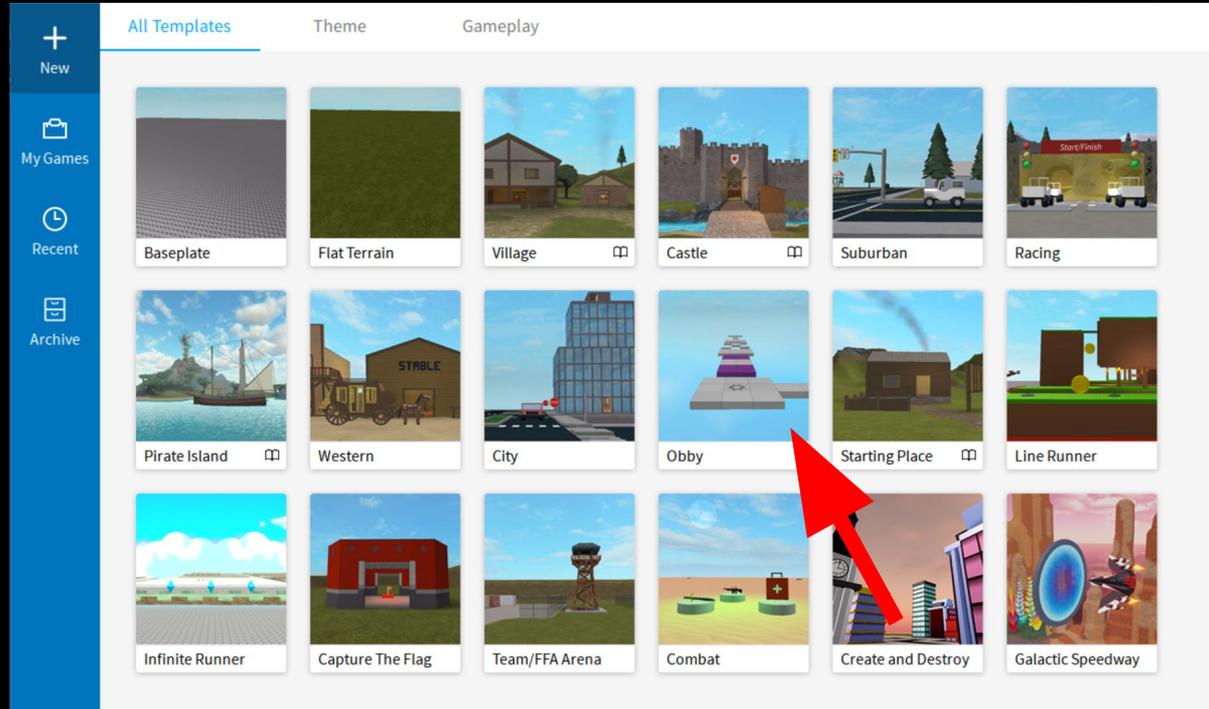
Roblox  
Studio



Roblox Player

# Playtest An Obby

- What's an Obby?
- Open the Obby Template
- Playtest - (1 minute)
- Stop the playtest (talk about)



# Create a Blank Slate

- **Remove Windows**
- **Toolbox**
- **Delete the Baseplate**

# Create a Blank Slate

- **Delete the Baseplate**

# Create a Spawn Location and Test

- **Add SpawnLocation**
- **Start Playtest**
- **Stop Playtest**

# Create Your First Jump

- **Create a part**
- **Move the camera around (WASD)**
- **F to Focus**
- **Translate (test and iterate)**
- **New pieces - Rotate, and Scale (hand check)**
- **Colors and Materials**

**Questions?**

# Stopping Points & Scaling Lesson

## Scaling for:

- Skill levels
- Time
- Age

INTRO TO CODING AND GAME DESIGN

LESSON PLAN

TUTORIALS

^ INTRO TO STUDIO

- Project Intro and File Setup
- Basics of Roblox Studio
- Parts and Platforms
- Themes and Colors
- Creating Checkpoints

^ CODING FUNDAMENTALS

- Creating a Script
- String Variables
- Properties and BrickColor
- Loops and BrickColor
- Reusing Code with script.Parent

## Intro to Coding and Game Design

Developed by Roblox

Get students creating and coding their first game in Roblox. Learn how to build an obstacle course and code color changing blocks.

10 and up Computer Science Game Design

🌐 English ⌚ 2 hours

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

**Learning Objectives:**

- Manipulate 3D parts to create an obstacle course.
- Design and playtest a game, focusing on a fun user experience.
- Create scripts using variables and loops for in-game visual effects.



**Skills and Concepts:**

- **Variable** - A placeholder for information in code.
- **String** - A variable that can store whole sentences, written in quotations.
- **Loop** - A set of code that repeats until told otherwise.

[Intro to Coding and Game Design](#)

# Lesson Plan Overview

## Intro to Coding and Game Design

### Lesson Plans

Use these unique lesson plans designed for educational programs of varying lengths and skill-levels to get your classroom up and running fast. Find learning objectives and course outlines for everything from 2 hour workshops, to semester long learning programs.



#### Intro to Coding and Game Design

Get students creating and coding their first game by building an obstacle course.

Created by: Roblox



#### Project: Galactic Speedway

Build and race a spaceship while learning 3D modeling.

Created by: Roblox 1 hour



#### Project: Create and Destroy

Design multiplayer maps where players stomp down cities for points.

Created by: Roblox



#### Project: Story Games

Use strings and variables in this one hour coding challenge while creating a unique word game.

Created by: Roblox

# Intro to Coding

## Walk Along

- **Create a script**
- **Output window**
- **dot notation**
- **Testing**

<https://education.roblox.com/en-us/resources/intro-to-game-design-coding-1-creating-a-script>

# Scaling Lesson

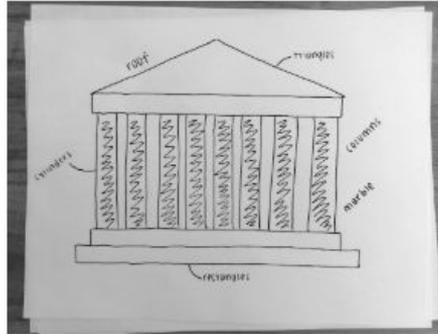
- **Refer to lesson plan**
- **For additional coding content - Code Fundamentals**
- **For additional building - Intro to world building**

**Questions?**

# Creating A Historical Landmark



Research a landmark online



Create a plan



Create in Studio

# Terrain



# Communicating

## Create A Group - 100 Robux

- 1. Home side bar > Groups**
- 2. Create Group**
- 3. Required: Group Name, Description, and Emblem**
- 4. Set to Manual Approval**
- 5. Purchase**
- 6. Accept Members - Configure > Members**

**Questions?**

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Dinosaur Simulator

