

Core Skills Analysis

Technology & Digital Literacy

- Learnt basic navigation and interaction skills within the Roblox platform, understanding game mechanics and virtual environments.
- Explored content creation and multimedia use through YouTube video creation, building familiarity with video recording and editing tools.
- Developed an understanding of digital communities by participating in online platforms for gaming and video sharing.
- Practiced safe and responsible use of digital media, considering how to present themselves and manage content online.

Music & Performing Arts

- Practiced vocal skills through singing, improving pitch, tone, and rhythm.
- Gained confidence in self-expression and performance by engaging in singing activities.
- Explored musical creativity, perhaps experimenting with different songs or styles.
- Understood the role of music and performance as a form of communication and entertainment.

Visual Arts

- Engaged in drawing, developing fine motor skills and hand-eye coordination.
- Practiced creative expression by generating original artwork or illustrations.
- Explored visual storytelling through drawing, potentially linked to content for videos or games.
- Improved observation skills by translating ideas or digital concepts into physical art.

Tips

To deepen learning across these areas, encourage the student to create a multi-part YouTube video project that documents their creative process—from sketching drawings to singing performances, and showcasing their Roblox adventures. This approach integrates technology, arts, and communication skills. Facilitate discussions about digital citizenship and content creation ethics to foster safe and responsible online behavior. Additionally, introduce musical theory basics and drawing techniques through fun, interactive tutorials to build foundational skills. Finally, consider collaborative projects such as virtual performances or group art galleries to enhance social skills and teamwork.

Book Recommendations

- [Coding Games in Roblox Studio: Beginner Coding Guide for Kids](#) by Josh Gregory: An age-appropriate guide that introduces kids to game coding and digital creativity in Roblox.
- [Sing, Dance, Laugh & Learn: Music Activities for Young Children](#) by Constance V. Lewis: A fun resource filled with activities that nurture musical expression and confidence in children.
- [Ed Emberley's Drawing Book: Make a World](#) by Ed Emberley: A creative drawing book encouraging young artists to explore imaginative scenes and characters.

Learning Standards

- CCSS.ELA-LITERACY.SL.5.5 – Use multimedia components to enhance presentations, aligned with creating YouTube videos.
- CCSS.ELA-LITERACY.W.5.3 – Writing narratives to develop real or imagined experiences, linked to drawing storyboards and video planning.
- CCSS.ELA-LITERACY.SL.5.4 – Reporting on a topic with appropriate facts and relevant descriptive

details, related to video content creation.

- National Core Arts Standards - Music: Performing (MU:Pr4.1.5a) - Singing with appropriate pitch and rhythm.
- National Core Arts Standards - Visual Arts: Creating (VA:Cr2.1.5a) - Organizing and developing artistic ideas and work, relevant to drawing activities.

Try This Next

- Create a step-by-step storyboard worksheet to plan a YouTube video that combines drawings and a singing performance.
- Design a quiz comparing elements of different Roblox games the student enjoys to develop critical thinking about game design.

Growth Beyond Academics

This activity likely supports growing independence and self-confidence as the child expresses themselves through multiple creative outlets. It also fosters curiosity and perseverance as they navigate new digital tools and artistic challenges. Engaging with online platforms may enhance social awareness and communication skills, while occasionally managing frustrations related to technology or performance practice.