Objective

By the end of this lesson, you will learn about the history of Roblox and how it has evolved over time.

Materials and Prep

- A computer or tablet with internet access
- A notebook and pen/pencil

Activities

- Research the history of Roblox online: Use the internet to find information about the origins of Roblox and how it has changed since it was created. Take notes on important facts and dates.
- Create a timeline: Using the information you gathered, create a timeline of key events in the history of Roblox. You can draw it on paper or use a digital tool.
- Interview a Roblox player: If you know someone who plays Roblox, ask them about their experiences and how they have seen the game change over time. Write down their answers and share them with your teacher or parent.
- Design your own Roblox character: Use your creativity to design a unique Roblox character. Think about what time period you would like your character to represent and how they would fit into the history of Roblox.

Talking Points

- **Roblox Origins:** Roblox was created in 2004 by David Baszucki and Erik Cassel. It started as a small platform for building and playing games, but has since grown into a global phenomenon.
- **Early Games:** In the early days of Roblox, players could only create simple games with limited features. However, as more people joined the platform, the games became more complex and diverse.
- **Community Growth:** Roblox has a large and active community of players and developers. People from all over the world come together to create, share, and play games on the platform.
- **Game Updates:** Over the years, Roblox has undergone many updates and improvements. New features, such as virtual reality support and advanced building tools, have been added to enhance the gaming experience.
- **Popular Games:** Roblox is home to a wide variety of popular games, including "Adopt Me!", "Tower of Hell," and "MeepCity." These games have millions of players and continue to attract new users every day.