

Objective

By the end of this lesson, the student will understand basic game design concepts through their favorite game, Roblox. They will create a simple game idea and learn how to express it creatively.

Materials and Prep

- Paper
- Crayons or colored pencils
- A quiet space to think and create

Before the lesson, review some popular Roblox games together and talk about what makes them fun. This will help spark ideas for the activities.

Activities

- **Game Idea Brainstorming:** Start by asking the student to think of their favorite Roblox game. Then, encourage them to come up with a new game idea. What would it look like? What would players do? This will help them use their imagination.
- **Drawing the Game:** Once they have an idea, let them draw a picture of their game. They can create characters, the game world, and anything else they imagine. This activity helps them visualize their thoughts.
- **Story Time:** Ask the student to tell a short story about their game. Who are the characters? What is the goal? This will help them practice storytelling and expressing their ideas.
- **Sharing Time:** Let the student present their game idea and drawings to you. Encourage them to explain what makes their game fun. This helps build confidence in sharing their creativity.

Talking Points

- "What do you like most about Roblox? Let's think of a game that has those things!"
- "Can you tell me what your game is about? Who is in it?"
- "What colors will you use to make your game look exciting?"
- "How do you think players will feel when they play your game?"
- "Why is it important to share your ideas? Everyone loves to hear new stories!"