

## Objective

By the end of this lesson, Lincoln will be able to describe the main elements of the game "Doors" from Roblox, create a short story inspired by the game, and discuss the themes of adventure and exploration.

## Materials and Prep

- Paper and pencil for writing and drawing
- A computer or tablet to play "Doors" (optional for inspiration)
- Access to Roblox and the game "Doors" (optional)

Before the lesson, make sure Lincoln has a basic understanding of the game "Doors" and is familiar with its gameplay and mechanics. If possible, he can play the game briefly to gather ideas.

## Activities

### • Game Overview Discussion

Start with a discussion about the game "Doors." Ask Lincoln to share his experiences and favorite moments from the game. This will help him articulate his thoughts and understand the game's elements.

### • Character Creation

Lincoln will create his own character that could exist in the "Doors" universe. He can draw the character and write a short description, including their name, abilities, and backstory.

### • Story Writing

Lincoln will write a short story inspired by "Doors," focusing on an adventure that takes place in the game. Encourage him to use descriptive language and include elements of suspense and exploration.

### • Theme Exploration

Discuss the themes of adventure and exploration in the game. Lincoln can create a mind map on paper that connects different themes and ideas he finds in the game and his story.

## Talking Points

- **What is "Doors" about?** "Can you tell me what you think the main goal of the game is?"
- **Favorite Moments** "What was your favorite moment while playing? Why did it stand out to you?"
- **Character Traits** "If you could create a character for 'Doors,' what would they be like? What special skills would they have?"
- **Story Elements** "What makes a good story? Can you name some elements we should include in your story?"
- **Descriptive Language** "How can we use descriptive words to make your story more exciting? Can you give me an example?"
- **Adventure and Exploration** "What does adventure mean to you? How does it feel to explore new places in a game?"
- **Theme Connections** "What themes do you think are important in 'Doors'? How do they relate to your own experiences?"

- **Writing Techniques** "How can we keep the reader interested in your story? What techniques can we use?"
- **Sharing Stories** "How do you feel about sharing your story with others? What do you hope they will think?"
- **Reflection** "What did you enjoy most about today's lesson? What would you like to do next time?"