Objective

By the end of this lesson, Mason will be able to apply basic math concepts such as addition, subtraction, multiplication, and division through engaging activities related to Roblox, helping him see how math is used in game design and everyday life.

Materials and Prep

- Paper and pencil
- A computer or device to access Roblox
- Calculator (optional)
- A fun Roblox game or scenario for math problems

Before the lesson, make sure Mason has access to Roblox and is familiar with the game mechanics. Prepare a short list of math problems related to Roblox that he can solve during the activities.

Activities

- **Roblox Currency Challenge:**

  Mason will calculate how much Robux he would need to buy various items in Roblox. For example, if a shirt costs 150 Robux and a hat costs 75 Robux, how much would he spend if he buys both? This will help him practice addition.

- **Create Your Own Game:**

  Mason will design a simple game concept and outline how many players can join, how many levels there are, and the points system. He can use multiplication to calculate total points based on player levels.

- **Time Management in Roblox:**

  Mason will track how much time he spends on different activities in Roblox. He can create a simple chart to log his hours and then calculate the total time spent on gaming versus other activities using subtraction.

Talking Points

- "Did you know that math helps you figure out how much you can buy in Roblox? Let's see how many cool items you can get with your Robux!"
- "When you create a game, math is everywhere! How can we use multiplication to show how many points players can earn?"
- "It's important to balance your time, just like in Roblox. How can we use subtraction to find out how much time you have left for other activities?"
- "Math is not just numbers; it's a tool that helps you make decisions in games and real life. How do you think math can help you in your next Roblox adventure?"