

Lesson Plan: Design Your Dream Roblox Obby!

Materials Needed:

- Paper (large sheets like poster board are great, but standard paper is fine)
 - Pencils, colored pencils, markers, or crayons
 - Optional: Ruler, stickers, or other craft supplies
 - Optional: Access to a device to look at examples on Roblox (with supervision)
 - "Obby Design Blueprint" worksheet (a simple sheet with boxes for drawing and lines for writing)
-

1. Learning Objectives (The Goal)

By the end of this lesson, Lachlan will be able to:

- **Identify and describe** the key elements of a fun game (theme, challenge, and reward).
- **Design and plan** a unique multi-stage Roblox obstacle course ("Obby") on paper.
- **Verbally present** his game idea, explaining the rules and features to an audience (you!).

2. Alignment with Standards (The "Why")

- **ELA/Writing & Speaking:** Organizes ideas sequentially (W.2.2) and presents information clearly (SL.2.4).
- **Arts:** Uses visual art elements to communicate ideas and tell a story (VA:Cr2.1.2a).
- **Technology & Engineering Design:** Follows a design process to brainstorm, plan, and create a solution to a problem (a fun game is the solution!).

3. Instructional Strategies & Activities (The "How")

Part 1: The Spark - What Makes a Game FUN? (10 minutes)

1. **Hook/Discussion:** Start by playing or talking about Lachlan's favorite Roblox Obby. Ask questions like:
 - "What is the name of your favorite Obby? What is the theme (like a volcano, a rainbow, a giant's kitchen)?"
 - "What was the hardest obstacle? What made it hard but still fair?"
 - "What was the most fun part? Was it a cool jump, a maze, or something else?"
 - "What happens when you win? Is there a cool prize or a fun area to explore?"
2. **Introduce Core Concepts:** Explain that great game designers think about three main things:
 - **Theme:** The overall idea or story of the game. (e.g., "Escape the Library!")
 - **Challenge:** The fun obstacles that players must overcome. Good challenges are tricky, but not impossible.
 - **Reward:** What the player gets for finishing. This makes winning feel great!

Part 2: The Blueprint - Design Your Obby (25-30 minutes)

1. **Brainstorming:** Ask Lachlan: "If you could build ANY Obby in the world, what would it be about?" Help him brainstorm a cool theme. Write it at the top of the paper. (Examples: "Dinosaur Jungle Adventure," "Journey Through the Human Body," "The Floor is Lava: Bedroom Edition").
-

2. **Guided Design:** Explain that he is now the Game Designer. His job is to draw a map of his Obby from Start to Finish. He should include at least 4-5 different obstacles.
 - "Let's start with Stage 1. What's the first challenge?" (e.g., jump across floating lily pads).
 - "Great! After that, what's Stage 2? Let's make it a different kind of challenge." (e.g., a maze made of giant books).
 - Encourage variety: include jumps, moving platforms, things to dodge, simple mazes, or "trust" jumps where the path is invisible.
3. **Creative Application (The Main Task):** Give Lachlan the paper/worksheet and drawing tools. Let him draw out each stage of his Obby. For each drawing, have him write a short sentence describing the challenge. Prompt him: "What does the player have to *do* here?"
4. **Plan the Reward:** Remind him to design the "Winner's Circle" at the end. What is the reward? A special badge? A cool gear item? A dance party room? Have him draw and describe it.

Part 3: The Pitch - Present Your Game! (5 minutes)

1. **Share and Explain:** Have Lachlan stand up and present his "Obby Design Blueprint" to you as if he were a real game developer pitching an idea.
2. **Ask Questions:** Act as the "studio head" and ask questions like:
 - "What part of your game do you think players will love the most?"
 - "What makes your Obby different from other ones on Roblox?"
3. **Celebrate!** Praise his creativity and great ideas. This is the most important step!

4. Differentiation and Inclusivity (Making it a Great Fit)

- **For Extra Support:** Use a worksheet with pre-drawn boxes labeled "Stage 1," "Stage 2," etc. Provide sentence starters like "First, you have to _____. " Offer to write down his descriptions as he says them aloud.
- **For an Extra Challenge (Extension):**
 - **Design a "Game Pass":** Have him design a special power or item players could buy, like a "Super Jump Potion" or a "Safety Cloud." What would it do? What would it look like?
 - **Add a "Secret":** Encourage him to add a hidden badge or a secret room somewhere in his Obby design.
 - **3D Model:** Use building blocks (like LEGOs) or clay to build a physical model of one of his favorite obstacles from his design.

5. Assessment Methods (Checking for Understanding)

- **Formative (During the lesson):** Listen to his answers and ideas during the initial discussion and brainstorming. Observe if he is able to apply the concepts of theme, challenge, and reward in his design.
- **Summative (End of lesson):** The final "Obby Design Blueprint" serves as the main assessment. Use a simple checklist:
 1. Did the Obby have a clear theme?
 2. Did the design include at least 4 different challenges?
 3. Was there a clear reward at the end?
 4. Was Lachlan able to explain his game idea during the presentation?