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# Lesson Plan: Roblox Story Builders

## Materials Needed

- Access to the internet and a Roblox account (for reference and inspiration)
- Notebook paper or a printable character profile worksheet
- Pencils, pens, and colored pencils/markers
- "Design Your Own Obby" worksheet (can be a blank sheet of paper divided into sections)
- Optional: A timer

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**Subject: English Language Arts (Creative Writing, Descriptive Language, Persuasive Writing)**

**Grade Level: 4th-5th Grade (Age 10)**

**Time Allotment: 60-90 minutes**

## 1. Learning Objectives

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

- Create a unique character profile using vivid adjectives and strong verbs.
- Outline a simple narrative plot with a clear beginning, middle, and end.
- Write a persuasive game description and clear, instructional rules for an original game concept.
- Apply descriptive language to make a fictional setting and obstacles engaging for a reader.

## 2. Lesson Activities & Procedure

### Part 1: Warm-Up - Avatar Analysis (10 minutes)

1. **Log in to Roblox:** Have the student log in and look at their own avatar or browse avatars of other players.
2. **Brainstorm Descriptive Words:** Ask the student to describe their avatar. Guide them beyond simple colors ("blue shirt") to more interesting adjectives.
   - Instead of "cool hat," try "mysterious top hat," "glowing futuristic helmet," or "silly propeller cap."
   - Instead of "fast," try "nimble," "swift," or "blazing."
3. **Action Words:** Ask, "What kind of actions does this avatar do? Do they *leap*, *sneak*, *stomp*, or *glide*?" List these strong verbs. This connects visual appearance to character action.

### Part 2: From Avatar to Character - Guided Instruction (15 minutes)

1. **Discuss the Difference:** Explain that an avatar is what a character *looks* like, but a true character has a personality, a backstory, and a goal.
2. **Character Profile Creation:** On a blank sheet or worksheet, create a character profile together for a new Roblox character. Model the process. Include sections for:
   - **Name:** (e.g., Captain Glitch, SparkleQuest, Agent Block)
   - **Appearance:** (Use the descriptive words from the warm-up)
   - **Special Skill:** (e.g., Can double-jump over lava, can solve riddles instantly, can tame

Blox-pets)
- **Goal/Mission:** (What do they want? To find the lost Crown of Oof? To build the tallest tower in Robloxia? To win a pizza-making competition?)
- **A Secret Flaw or Fear:** (What makes them interesting? Maybe they are afraid of water, clumsy, or secretly love listening to pop music.)
3. **Student's Turn:** The student now fills out a character profile for their *own* original character. Encourage creativity and detail.

## Part 3: The Adventure Begins - Creative Application (25 minutes)

1. **Introduce the "Story Spine":** Explain this is a simple way to create a plot for an adventure. Write down the following prompts for the student:
   - **Once upon a time...** (Introduce your character and the setting.)
   - **And every day...** (What was their normal life like?)
   - **Until one day...** (The problem! What happens to change everything?)
   - **And because of that...** (What did the character do first?)
   - **And because of that...** (What happened next?)
   - **Until finally...** (How was the problem solved? The end.)
2. **Write the Adventure Outline:** The student uses their new character and the Story Spine prompts to write a short paragraph or bullet points outlining an adventure. This is not a full story, but the framework for one.

### Part 4: Project - Design Your Own Obby! (30 minutes)

Explain that the student is now a game developer who needs to create a new, exciting obstacle course (Obby) based on their character's adventure. On a large piece of paper, they will design their game pitch.

1. **Game Title:** Give the Obby a catchy name (e.g., "Captain Glitch's Lava Tower Escape," "The Perilous Pizza Factory").
2. **Game Description (Persuasive Writing):** Write a 3-4 sentence description for the game page. The goal is to make people want to play! Use exciting language.
   - *Example: "Do you have what it takes to escape the Crumbling Castle? Leap across treacherous chasms, dodge sneaky skeleton guards, and solve ancient puzzles to claim the treasure. Only the bravest players will reach the end!"*
3. **Obstacle Design (Descriptive Writing):** The student must design and describe **three unique obstacles** from their Obby. They should draw a picture of each one and write a short description using sensory details.
   - **Obstacle 1: The Fizzing Soda Swamp.** *Description: "A sticky, green swamp of soda that bubbles dangerously. If you touch it, you get stuck for 3 seconds! You have to jump carefully across floating bottle caps to get to the other side."*
   - **Obstacle 2: The Swinging Meatball Ropes.**
   - **Obstacle 3: The Final Boss - The Cheesy Golem.**
4. **Game Rules (Instructional Writing):** Write 3 simple rules for the game (e.g., "1. Do not touch any red blocks. 2. Reach checkpoints to save your progress. 3. Work with friends to solve the final puzzle.").

### Part 5: Closure - The Game Pitch (5-10 minutes)

The student presents their "Design Your Own Obby!" sheet as if they are a developer pitching their game idea. They should explain the title, read the description, and describe their favorite obstacle. This practices public speaking and summarizing skills.

## 3. Differentiation & Extension

- **For Support:** Provide a "word bank" with powerful adjectives (e.g., treacherous, glowing, ancient, rickety) and verbs (e.g., scramble, vault, dodge, navigate). Use pre-made templates for the character profile and Obby design sheets with clear boxes for each section.
- **For Extension:** Challenge the student to write the full short story based on their "Story Spine" outline. Or, for a more technical challenge, have them try to build one of their obstacle ideas using the free Roblox Studio application. They could also design in-game items or badges that players could earn.

## 4. Assessment

- **Formative (Ongoing):** Observe the student's brainstorming and use of descriptive words during the warm-up and guided practice. Ask clarifying questions to ensure they understand the concepts of character, plot, and purpose (persuading vs. instructing).
- **Summative (Final Project):** Evaluate the "Design Your Own Obby!" project based on the following criteria:
  1. **Creativity and Detail:** Is the character unique? Are the obstacles imaginative?
  2. **Descriptive Language:** Did the student use strong adjectives and verbs in the game description and obstacle designs?
  3. **Clarity and Purpose:** Is the game description persuasive? Are the rules clear and easy to understand?
  4. **Completion:** Did the student complete all required sections of the project?

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