Lesson Plan: Roblox Studio - Anchors Away & Obby Adventure!

Subject: Digital Arts, Game Design, Computer Skills

Grade Level: Ages 10-12 (Specifically for an 11-year-old student)

Time Allotment: 45 Minutes (with built-in breaks)

Materials Needed

- A computer with Roblox Studio installed
- A stable internet connection
- A mouse (highly recommended for easier navigation)

1. Learning Objectives

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

- **Apply** previous knowledge of parts, color, and material to build a unique structure.
- **Demonstrate** understanding of the "Anchor" tool by successfully fixing parts in mid-air so they do not fall.
- **Create** a simple, playable obstacle course (obby) stage using at least three different part shapes (e.g., block, sphere, wedge).

2. Alignment with Standards

This lesson aligns with the **ISTE Standards for Students**, particularly:

- **1.4 Innovative Designer:** Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.
- **1.6 Creative Communicator:** Students create original works or responsibly repurpose or remix digital resources into new creations.

3. Lesson Activities & Instructional Strategies

Part 1: The Wobbly Tower Challenge! (5-Minute Warm-Up)

This activity creates a "problem" that we will solve in the next step. It's designed to be a fun failure!

1. **Instruction:** "Your first challenge is to build the tallest, wackiest tower you can in three minutes! Use at least 5 different parts. Stack them up high!"
2. **Action:** Let the student build freely, encouraging creativity.
3. **Test:** Once they are done, say "Okay, let's see if a player could climb your tower! Click the 'Play' button at the top of the screen."
4. **Observe:** The tower will immediately fall apart. This is the intended result! Ask, "Whoa, what happened? Why did everything fall?" This introduces the concept of gravity in the game world.

Part 2: The Superhero Tool - The Anchor! (5-Minute Mini-Lesson)

Here we introduce the solution to the problem in a clear, direct way.

1. **Instruction:** "In Roblox, every part is affected by gravity unless you tell it not to be. We need a superhero tool to freeze things in place. It's called the 'Anchor' tool!"
2. **How-To:**
    - First, click 'Stop' to exit the test. Your tower will reappear.
    - Select a part in your tower.
    - Look in the 'Home' tab at the top. Find the button that looks like an anchor from a ship. Click it! The button will look like it's pressed in.
    - Do this for EVERY part in your tower. A fast way is to hold down the 'Shift' key and click on each part to select them all at once, then click the Anchor button.
3. **Test Again:** "Now that everything is anchored, click 'Play' again. What happens this time?" The tower should now be frozen in place, strong and sturdy. Celebrate the success!

--- Quick Movement Break (2 Minutes) ---

Let's do 5 superhero jumps! Stand up, stretch, and get ready for the main mission. This helps reset focus for the main activity.

Part 3: Your Dream Obby Stage! (20-Minute Creative Build)

This is the main project where the student applies all their knowledge creatively.

1. **The Goal:** "Your main mission is to design one stage of an obstacle course, or 'Obby.' It needs a starting platform, an ending platform, and at least one challenge in between. And remember the most important rule: ANCHOR EVERYTHING!"
2. **Provide Creative Sparks (if needed):**
    - Make a series of floating islands to jump between.
    - Use wedges to create a tricky zig-zag path.
    - Create "lava" by making a wide, red, neon block that players have to jump over.
    - Use spheres as bouncy stepping stones.
3. **Teacher's Role:** Act as a guide. Let the student lead the creative process. Ask questions like, "What material would look cool for those jumps?" or "How will a player get from this part to that part?" Remind them to anchor new parts as they add them.

Part 4: Obby Showcase! (5-Minute Closure)

This part is for celebrating the creation and informally assessing the learning objectives.

1. **Playtest:** "Awesome work! Now it's time to be the first person to ever play your obby stage! Click 'Play' and see if you can beat it."
2. **Show and Tell:** While the student is playing, ask them to be a "YouTuber" and explain their level.
    - "Tell me about this part here. Why did you choose that color?"
    - "What is the hardest part of your stage?"
    - "What was the most fun part to build?"
3. **Positive Feedback:** End with specific praise, like "I love how you used the wedge parts to make that ramp," or "The way you anchored those floating spheres is perfect."

4. Differentiation and Inclusivity (Accommodating ADHD)

- **Chunking:** The lesson is broken into short, 5- to 20-minute segments to maintain focus.
- **Movement Breaks:** A planned physical break prevents restlessness.
- **Clear & Simple Goals:** Each part of the lesson has a single, clear objective (e.g., "Build a tower," "Anchor the parts").
- **Student Choice:** The main activity is highly creative and driven by the student's own imagination, increasing engagement.
- **Support:** If the student feels stuck, provide the "Creative Sparks" list or help them build the very first starting platform.
- **Extension (for fast finishers):** Challenge the student to add more detail. Can they add a decorative archway? Or a second, harder path to the finish line?

5. Assessment Methods

- **Formative (During the lesson):**
  - Observe if the student can locate and use the Anchor tool after the mini-lesson.
  - Ask questions during the build process to check for understanding ("What do you need to remember to do after you place that block?").
- **Summative (End of lesson):**
  - **Project Checklist:** Did the final Obby stage meet the requirements?
    1. Does it have a start and end?
    2. Does it use at least 3 different part shapes?
    3. Do the parts stay in the air when the game is played (i.e., are they anchored)?
  - **Student Explanation:** The "Obby Showcase" serves as a verbal assessment where the student explains their work, demonstrating their understanding.