

Lesson Plan: Roblox Game Developer for a Day!

Materials Needed:

- Plain paper or a notebook
 - Pencils, colored pencils, markers, or crayons
 - "Character Creator" worksheet (template described in Activity 2)
 - Optional: Computer with internet access (for looking up inspiration or using Roblox Studio)
 - Optional: Building blocks like LEGOs
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Lesson Overview

This lesson empowers Desire to become a Roblox game developer for a day. She will move from being a player to a creator, using her knowledge of the platform to design a new game concept. The activities focus on strengthening skills in procedural writing (giving clear instructions), descriptive writing (creating a character), and creative problem-solving. This is an application-based lesson where creativity is the primary goal.

Learning Objectives

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

1. Design a multi-stage obstacle course (obby) by planning and writing clear, sequential instructions.
2. Create a unique game character by using descriptive language to detail its appearance, abilities, and backstory.
3. Verbally present her game concept, explaining her creative choices.

Curriculum Connections

- **English Language Arts:** Procedural Writing (W.4.2), Narrative & Descriptive Writing (W.4.3), Presenting Ideas (SL.4.4).
 - **Art & Design:** Character design, concept art, visual storytelling.
 - **Technology/Logic:** Game design principles, sequential thinking.
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Lesson Activities (The Fun Part!)

1. Introduction: The Developer Pitch (5 minutes)

- **Hook:** Start by asking Desire, "If you could create your own Roblox game, what would it be like? What's your favorite thing about games like 'Tower of Hell' or 'Adopt Me!'?"
 - **Introduce the Goal:** "Today, you're not just a player; you are a Game Developer! Major game studios need a plan before they start coding. Our job today is to create the complete plan for a brand new Roblox game. You are the boss, and your ideas are what matter most."
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2. Activity 1: Design an 'Awesome Obby' (20 minutes)

Goal: To practice procedural (step-by-step) writing.

1. **Brainstorm:** "Every great obby has a theme. What is the theme of your obby? Is it a volcano escape? A candy land adventure? A space station? Let's brainstorm 5-7 unique stages for your obby."
 - *Example Stages: 1. Lava Leapers, 2. The Disappearing Donut platforms, 3. The Gummy Bear Wall Climb, 4. The Sprinkles Slide, 5. The Final Lollipop Leap.*
2. **Write the Instructions:** "Now, let's write the 'Developer Notes.' On a piece of paper, write a clear, numbered list of instructions on how a player would beat your obby. Pretend you're explaining it to someone who has never seen it before. Use strong action words!"
 - *Example: 1. First, you must jump across the five Lava Leaper platforms. Be careful, the last one wobbles! 2. Next, wait for the pink Donut platform to appear before you jump. 3. Then, climb the Gummy Bear wall by only grabbing the red gummy bears...*
3. **Create the Blueprint:** On another sheet of paper, have Desire draw a simple map or "blueprint" of her obby, labeling the stages she just wrote about.

3. Activity 2: Create a Custom Character (20 minutes)

Goal: To practice descriptive writing and character development.

1. **Introduce the Task:** "Your game needs a hero! Or maybe a cool mascot character that guides players. Let's design them. We'll use this 'Character Creator' sheet to organize our ideas."
2. **Fill out the Character Creator Sheet:** Create a simple worksheet on a piece of paper with the following sections for Desire to fill out:
 - **Character Name:** _____
 - **Appearance:** (What do they wear? What color is their hair? Do they have any cool accessories like a jetpack or a magic sword?)
 - **Special Abilities:** (What can they do that's special? Double jump? Super speed? Talk to animals?)
 - **Catchphrase:** (What is something they always say?)
 - **Backstory:** (Where did they come from? How did they end up in your obby world? Just 2-3 sentences.)
3. **Draw the Character:** In the middle of the worksheet (or on a separate page), leave a large blank space for Desire to draw her character in full color, bringing her description to life.

4. Creative Extension (15 minutes - Choose One)

- **For the Builder:** Using LEGOs or other building blocks, create a physical model of one of the stages from the obby blueprint.
- **For the Techie:** (Requires parent help if new to it) Open Roblox Studio and use basic part shapes (blocks, spheres, cylinders) to build a simple digital version of one obby stage. The goal isn't a perfect game, just a 3D sketch.
- **For the Storyteller:** Write the opening paragraph of a story starring the character she just created. How does their adventure in the obby begin?

5. Wrap-Up: The Developer Showcase (5 minutes)

- Ask Desire to present her game concept to you as if you were an executive at Roblox.
- She should use her obby blueprint and character drawing as visual aids.
- Ask questions like, "What part of your game do you think players will love the most?" and "What

was the most fun part about being a developer?"

- Celebrate her amazing creativity and hard work!
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Assessment

Success is measured by the completion and creative effort put into the tasks. Review the created materials together:

- **Obby Instructions Checklist:** Are the steps in a logical order? Are the instructions clear enough for someone else to understand? Did she include at least 5 distinct stages?
- **Character Creator Checklist:** Did she use descriptive words (adjectives) to describe the character's appearance? Is the backstory creative and connected to the game's theme?
- **Presentation:** Was she able to confidently explain her ideas and the choices she made?

Differentiation & Accommodations

- **For Support:** If writing is challenging, act as the scribe while Desire dictates her ideas. Use sentence starters like "First, you need to..." or "My character looks like..." You can also provide a pre-drawn body outline for the character design.
- **For an Extension/Challenge:** Encourage her to design a "game pass" or "special item" for her game and write a short, persuasive description for the item shop. She could also design a "villain" character to go along with her hero.