

Epic Armory: Designing the Ultimate Fortnite Blaster

Lesson Overview

In this lesson, Albie will step into the shoes of a Video Game Designer at Epic Games. He will use engineering skills to build a 3D prototype of a brand-new Fortnite weapon using "junk" (recycled materials) and use persuasive writing to "sell" his invention to the players.

Learning Objectives

- **Engineering:** Build a sturdy 3D model using at least three different types of recycled materials and various joining techniques (tape, glue, slots).
- **Creative Writing:** Write a descriptive paragraph using at least four "power adjectives" and three specific gameplay stats.
- **Critical Thinking:** Explain the logic behind design choices (e.g., "I added this scope because it helps with long-range accuracy").

Materials Needed

- **The "Junk" Pile:** Cardboard boxes (cereal, delivery boxes), paper towel/toilet paper tubes, plastic bottle caps, yogurt tubs, egg cartons.
- **Assembly Tools:** Masking tape (easier to paint than clear tape), glue sticks or school glue, scissors.
- **Decoration:** Markers, aluminum foil (for a metallic look), or paint.
- **Design Station:** Paper and pencil for the blueprint and the final writing piece.

1. The Hook: Legendary Loot (10 Minutes)

Discussion: "Albie, imagine you're in a high-stakes match. You open a Chest and see a glowing gold light. What makes a Legendary weapon better than a Grey common one? Is it the speed? The damage? Or a weird special power like the Boogie Bomb?"

The Mission: "Today, you aren't just a player; you are the Lead Designer. You've been asked to create the 'Ultimate Weapon'—a gun so powerful and cool that every player will want it in their inventory. We are going to build it and then write the 'Item Shop' description for it!"

2. I Do: The Designer's Secret (Model/Instruction)

Show Albie how to look at "junk" differently:

- A long paper towel tube isn't just cardboard; it's a **Long-Range Barrel**.
- A small juice bottle isn't trash; it's a **Slurp-Powered Battery**.
- **Pro-Tip:** Demonstrate how to make a "Flange" (cutting small slits at the end of a tube and folding

them out) to tape it securely to a flat box. This makes the gun sturdy so it doesn't flop over during "battle."

3. We Do: The Blueprint (Guided Practice)

Before building, Albie needs a plan. On a piece of paper, brainstorm together:

- **The Name:** Give it an epic name (e.g., The Storm-Chaser 3000, The Slurp-Sniper).
- **The Rarity:** Is it Legendary (Gold) or Mythic (Yellow)?
- **The Stats:** Pick three categories: Damage (1-100), Fire Rate (Slow/Fast), and Reload Time.
- **The "Special":** Does it shoot lightning? Does it make enemies dance? Does it build walls instantly?

4. You Do: The Build & The Pitch (Independent Work)

Part A: The Construction

Albie uses the recycled materials to bring his blueprint to life. Encourage him to think about *ergonomics* (where do his hands go?) and *attachments* (does it need a silencer, a scope, or a bayonet?).

Part B: The "Ultimate" Pitch

Now, Albie must write the description for the Fortnite Item Shop. He needs to answer: "**Why is this the best gun ever?**"

Writing Success Criteria:

- Start with a "Hook" sentence to grab the reader's attention.
- Describe the physical look of the gun.
- Explain the "Special Feature" and how it helps you win a Victory Royale.
- Use at least 4 "Power Adjectives" (e.g., *shattering*, *explosive*, *invisible*, *lightning-fast*, *unstoppable*).

5. Conclusion: The Grand Reveal (Closure)

Recap: Have Albie present his weapon. He should read his description aloud in his best "Announcer Voice."

Review: Ask Albie: "What was the hardest part of building your model? If a player found a way to beat this gun, what would its one weakness be?"

Assessment

- **Formative:** Observe if Albie can explain the purpose of the parts he is adding during the build (e.g., "This button releases the shockwave").
- **Summative:** The completed 3D model and a written paragraph that includes the name, stats, and a persuasive argument for why it is the "Ultimate" weapon.

Differentiation & Adaptations

- **Scaffolding (For help with writing):** Provide sentence starters: "The [Name] is the best gun because..." "When you pull the trigger, it..." "You need this in your inventory because..."
- **Extension (For an extra challenge):** Ask Albie to design a "Balance Update." If the gun is too powerful, how would he change the stats to make the game fair for other players?
- **Multi-Sensory:** Use aluminum foil or textured materials like bubble wrap to add "tactile" features to the gun for a more realistic feel.