

Squad Goals: The Art of Winning Together in Fortnite

Materials Needed

- Gaming device with Fortnite installed (Console, PC, or Tablet)
- A friend to play with (online or split-screen)
- Paper and colored markers
- A timer or stopwatch
- "The Victory Map" (A hand-drawn map of the current Fortnite island)

Learning Objectives

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

- **Communicate Clearly:** Use specific "callouts" to tell a teammate where items or enemies are.
- **Practice Teamwork:** Demonstrate sharing resources (meds, ammo, materials) with their partner.
- **Strategize:** Plan a "Drop Zone" and a rotation path based on the Storm Circle.
- **Apply Math:** Calculate basic resource costs for building structures.

1. Introduction: The Victory Royale Mindset (10 Minutes)

The Hook: Ask the student: "What is more powerful than a Legendary Scar or a Mythic Hammer? It's a Great Teammate!" Discuss what it feels like to win a "Victory Royale" and how much harder it is to do alone versus with a friend.

The "I Do": The teacher explains the "**Three C's**" of a Pro Teammate:

- **Communication:** Using words like "North," "Behind the blue house," or "On my mark."
- **Cooperation:** Sharing is caring! If you have two big pots and your friend has zero shield, what should you do?
- **Calmness:** Keeping a cool head even when the Storm is shrinking.

2. Body: Strategy and Practice (30 Minutes)

The "Map Room" (We Do)

Before turning on the game, look at a picture of the current Fortnite map together. Use the paper and markers to draw a "Game Plan."

- **Step 1:** Pick a "Landing Spot." Why pick a quiet spot vs. a busy city? (Risk vs. Reward).
- **Step 2:** Draw a line for a "Rotation." If the circle closes on the snowy mountains, how will you get there? (Vehicles, launch pads, or running).
- **Step 3 (Math Challenge):** "If one wooden wall costs 10 materials, and we want to build a small 1x1 box (4 walls), how many materials do we need?" (Answer: 40). "What if we both want a box?"

(Answer: 80).

The "Communication Drills" (We Do)

Practice giving "Callouts" without looking at the screen. The teacher hides an object in the room, and the student must guide their "teammate" (the teacher or friend) to it using only directions (Left, Right, 10 steps, behind the chair).

The "Live Session" (You Do)

Now, it's time to play! The student will jump into a "Duos" match with their friend. The teacher will observe and look for the following "Success Criteria":

- Did the student "ping" an item for their friend?
- Did the student use a direction (North/South/East/West) to spot an enemy?
- Did the student ask "Do you need any ammo or heals?"

3. Conclusion: The Post-Match Report (10 Minutes)

Recap: After the game ends (win or lose!), sit down for a "Press Conference."

- **What went well?** (Did we find good loot? Was our landing spot safe?)
- **What was tricky?** (Did we get separated? Did we run out of mats?)
- **The "High-Five" Moment:** Tell your teammate one thing they did that helped the team.

Final Takeaway: Remind the student that in Fortnite and in real life, being someone people *want* to work with is the best way to succeed.

Assessment

Formative (During the lesson): Observe the student's ability to calculate the material costs during the "Map Room" activity and their use of "pings" during gameplay.

Summative (End of lesson): The student completes a "Teammate Scorecard" where they list three specific times they helped their partner during the session.

Differentiation & Adaptability

- **For Younger/Struggling Learners:** Focus only on "Pinging" (using the in-game button) rather than verbal directions. Simplify math to counting by 10s.
- **For Advanced Learners:** Introduce "Resource Budgeting." Challenge them to stay under a certain amount of materials or to lead the entire rotation strategy for the team.
- **Classroom/Group Adaptability:** If multiple students are present, they can act as "Coaches" for each other, taking turns watching and giving positive feedback on communication.