

Teaching Game Design with Roblox Syllabus

CodeHS Professional Development Online Course

Details

Course delivery method: Self-Paced Online Delivery

Contact hours: Approximately 5 hours

Prerequisite(s): Some experience using CodeHS curriculum and LMS will be helpful

Introduction

Teaching game design using Roblox is slightly different from most CodeHS courses as the course utilizes a third-party software system to supplement learning. In this 5 hour course, teachers will prepare to teach the *Creating a Game in Roblox* course by learning a bit about the Roblox metaverse, downloading Roblox, learning the Roblox Studio interface, creating a few simple objects in the Roblox environment, and creating strategies to facilitate students' customization of their games.

Course Outcomes

Educators will:

- Follow a step-by-step process to download Roblox “Client” and Roblox “Studio”
- Navigate and use provided resources to limit planning time and maximize hands-on learning
- Gain an understanding of Roblox and the Metaverse
- Understand how to use parts and models to build obstacles and add checkpoints to an obstacle course game known as an “obby.”
- Understand how to use provided code scripts in the Roblox Studio coding environment
- Facilitate, scaffold, and differentiate students' creation of game worlds in the Roblox metaverse.
- Explore pathways for students' continued learning in the field of game design

More Information

Browse the content of this course at <https://codehs.com/course/18304/explore>.

Course Breakdown (approximately 5 hours)

Unit 1: Welcome to Teaching Game Design with Roblox	
Topics Covered	<ul style="list-style-type: none"> • What is Roblox? • Roblox Setup • Getting Started: A Tour of Roblox Studio • Navigating, Saving, and Publishing • The Metaverse and the Future of Education
Unit 2: Building and Scripting in Roblox	
Topics Covered	<ul style="list-style-type: none"> • Parts, Properties, and Models • What is an Obby? • Obstacles and Checkpoints • What is Scripting? • Disappearing & Fading Platforms, and Deadly Lava!
Unit 3: Customization and Beyond	
Topics Covered	<ul style="list-style-type: none"> • Helping Students Plan an Obby • Game Design & Career Pathways • A Day in the Life of a Game Designer • Game Arts, the Metaverse, and the Future
Unit 4: Course Wrap-Up	
Topics Covered	<ul style="list-style-type: none"> • Course Survey • Connecting with the CodeHS Community • Course Badge and Certificate

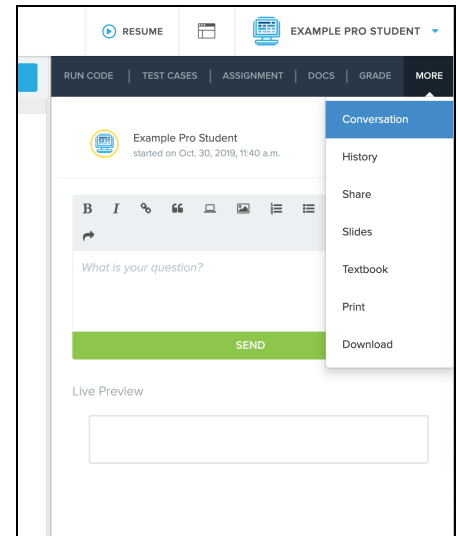
Communication & Support

The instructor(s) will communicate with students as needed for individual questions and feedback.

Getting Help with Activities

Course students can use the Conversation tab in the code editor to ask questions about any of the activities in the course. Course instructor(s) will respond to questions and provide feedback in this area as well.

You can find more information about getting help with your coursework [HERE](#).



Course Criteria for Completion

Once students have successfully completed all activities in the course, a Certificate of Completion will be available.