

## E1T1 2022 Lesson Plan Template

### **Goal 1: Roblox Studio Operation, Lesson #1: Modeling**

**Goal/Module:** Roblox Studio Operation

**Target Students:** Summer program interns

**Lesson Topic:** Roblox Modeling

**Lesson Objectives/Learning Outcomes:** Interns will be able to learn how to operate Roblox Studio in order to make their own models

**Designed by:** Jonathan Kwok

**Estimated Time:** 40min-1h.

Topic/Time?	Lesson Description:	Who is responsible?
Supplies:	<ul style="list-style-type: none"><li>• <a href="#">Roblox Studio Download</a></li><li>• <a href="#">Roblox API Docs</a></li></ul>	Jonathan Kwok
Icebreaker & Attendance (3-5 minutes)	<ul style="list-style-type: none"><li>• Example: <b>What's your favorite movie?</b><ul style="list-style-type: none"><li>• Start meeting recording</li><li>• Take attendance</li><li>• Type the icebreaker in chat</li><li>• Ask it verbally at class start time and repeat as interns trickle in</li><li>• Interns respond in chat while gathering, then verbally in turn when TL begins meeting and asks the question</li></ul></li></ul>	Jonathan Kwok
Introduction/Hook: (3 minutes)	The purpose of this meeting is to... <ul style="list-style-type: none"><li>• Demonstrate a productive, engaging modeling skill</li><li>• Share an example of how I model in Roblox Studio</li><li>• Allow time for you to practice modeling on your own or with a friend/colleague</li></ul>	Jonathan Kwok
Skill instruction: I DO: (5 minutes)	<ul style="list-style-type: none"><li>• Start with a question. Example: <b>What is the skill/process for how you... [currently plan your E1T1 lessons]?</b></li><li>• I DO: Explain the basic components of modeling in Roblox: <a href="#">Roblox Modeling Slides</a></li></ul>	Jonathan Kwok
Guided practice: WE DO: (10 minutes)	WE DO: <ul style="list-style-type: none"><li>• Create breakout rooms, either for interns to self-group or with specific breakout room assignments</li></ul>	Jonathan Kwok

	<ul style="list-style-type: none"> <li>● Break out into pairs for 10 minutes to work through new skill/process</li> <li>● TLs visit each breakout room in turn and help interns</li> <li>● Example: <a href="#">Roblox Building Deliverable</a> <ul style="list-style-type: none"> <li>○ Head over to Classroom and you'll find a tool/app/activity for today. Take about 8-10 minutes to work on the tool/app/activity, then we'll get back together so you can screen share and talk about your work.</li> </ul> </li> </ul> <p>Example Instructions:</p> <ul style="list-style-type: none"> <li>● Go to Roblox Studio</li> <li>● Build a house through the use of the skills you've learned</li> <li>● Submit a screenshot of your diagram to classroom and post it on your E1T1 weebly page</li> </ul>	
Discussion (5 min)	<p>Get back together and have interns share their screen, <b><i>starting at their E1T1 web page where they have already embedded this</i></b>, and present their UML.</p> <ul style="list-style-type: none"> <li>● Ask each intern questions about their choices and what was challenging/easy about the work</li> </ul>	Jonathan Kwok
AssessmentWork Deliverable/ Preview YOU DO (5 min)	<p>YOU DO</p> <ul style="list-style-type: none"> <li>○ <a href="#">Roblox Building Deliverable</a></li> </ul>	Jonathan Kwok
Extension:	<p>If you finish early...</p> <p>(regular learner) ask your partner to review your lesson, (advanced learner) start a new lesson</p>	Jonathan Kwok
Game (optional) (5 minutes)	<ul style="list-style-type: none"> <li>● Example: Skribble.io</li> </ul>	Jonathan Kwok
Total time:	minutes (without game)	