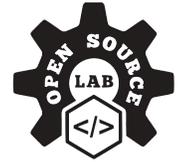


Timeless Quest Lesson plan



Created by Mike Page and Nate Lott, Delightex Edu Ambassador

Short description:

In this lesson we will explore how to create our own exciting quest video game. We will build the game from scratch while learning the basics of how to design and code multiple levels in a quest style game environment.

Educational level: from grades 4-12

Subjects: Adaptable for any subject

Format: Individual

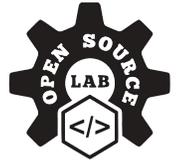
Assignment duration: approx. 6 sessions 1 hour each



[Example Project link](#)

Introduction:

Building your own video game can be a very rewarding experience, but where do you start? This lesson will guide you through the basics of developing your own quest game, from creating your first level to learning how to interact with objects through coding. The lesson assumes no previous experience with coding or game design and is perfect for beginners as it gently introduces the foundations for computational thinking and 3D creation. The lesson is layered to gradually give students more tools so they can expand their game in a personalized direction and allow their imaginations to explore new possibilities. The lessons end with an open ended path in which students have been given the necessary skills to forge ahead to develop their own games.



Curriculum standards: Applied Design Skills and Technology 4-12

Defining, Ideating, Prototyping, Testing, Making, Sharing

Learning goals:

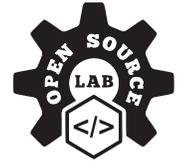
- [Learn 3D creation skills]
- [Improve spatial skills]
- [Develop creativity]
- [Develop design skills]
- [Develop computational thinking]
- [Learn basic block-based coding]

Lesson structure:

1. Students will need to have individual Delightex Edu licenses
2. The teacher can give the students the video lesson set that is linked at the bottom of this page
3. The video lessons consist of a video explaining how to create the quest game and a screen shot of the code used for that lesson
4. Once they reach lesson 46 there is a bonus lesson called Part 3 Remix

Evaluation suggestions:

Teachers can use the linked rubric assessment [here](#)

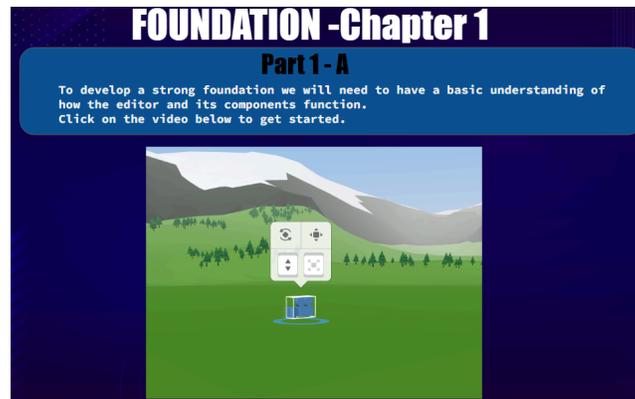


Extension ideas:

At the end of the assignment students are given the option to start to develop their own levels and ideas. When they reach this point the teacher can perhaps talk about what new challenges and quest options the students can create to build on what they have already learned.

Assignment steps:

Duration: 6 sessions 1 hr each



The assignment can be accessed through [this link here](#)