TEACHING WITH **INTERACTIVE 3D**

GODOT GAME ENGINE

LESSON PLAN TEMPLATE

LESSON / AUTHOR / CLASS INFORMATION

LESSON TITLE:	
CONTENT:	
LESSON TIMEFRAME:	

AUTHOR CONTACT

AUTHOR:			
ORGANIZATION:		**ROLE:**	
EMAIL:			
TWITTER:		**LINKEDIN:**	

DESCRIPTION OF LESSON

DESIRED RESULTS

WHAT ARE THE LEARNING OUTCOMES FOR THE STUDENTS?

LESSON OVERVIEW

Please use this section to provide a description of the lesson. Think of it as the 'elevator pitch' sharing the general idea of the lesson so other educators considering adopting it have a general understanding of the lesson.

ESSENTIAL QUESTIONS / BIG IDEAS

Essential questions should be open-ended, written for the student audience, and represent the big ideas of the unit or lesson. What will students understand as a result of this lesson? What are the big ideas that will last with the students beyond the classroom?

LEARNING OUTCOMES / OBJECTIVES

This is what we want the students to be able to do. What skills should students demonstrate mastery of by the end of this lesson? What generalizable skills will students take away from this experience?

LESSON PLAN

LEARNING ACTIVITIES

Include a detailed lesson plan including all learning activities that students will participate in. This includes instructional content and project guidelines.

RESOURCES

Provide a list of resources used during these lessons (links, videos, PowerPoint, and so on).

ASSESSMENT

This is the product of student learning. How will student work be assessed? Include relevant assessment tools (rubrics, student reflection surveys, etc.)

RUBRIC

	DEVELOPING	COMPETENT	PROFICIENT	DISTINGUISHED
PROJECT CONTENT / LEARNING OBJECTIVE	Project does not convey the required information or understanding as it pertains to the learning objectives.	Project shows a basic understanding of the subject and demonstration of learning objectives.	Project reflects understanding of the subject and demonstration of desired learning objectives.	Project reflects understanding and synthesis of the subject and mastery of the learning objectives are met or exceeded.
PROJECT DEVELOPMENT	Project does not work, or has major flaws that prevent its intended use.	Project demonstrates basic functionality, and has only minor flaws.	Project functions in the way the student intended and provides general guidance for the end-user.	Project is functional and refined, with extra features that exceed the requirements.
PROJECT AESTHETICS / DESIGN	Project requires more attention to the look and feel of the experience as well as the general design.	Project shows some attention to aesthetics and thoughtful design but is incomplete or lacking in some aspects of layout and design.	Project is well-organized and pleasing to the eye; easy to navigate and understand. Demonstrates thoughtful design.	Project is well-organized, makes good use of space; Great use available and user-created assets. The world is inviting and thoughtful and intentional design is apparent.
REFLECTION	Student demonstrates difficulty describing the the intent of their project.	Student can mostly describe / reflect upon the basics of the project and intended learning objectives.	Students provide a thoughtful reflection / explanation of the project and how it relates to the desired learning outcomes.	Students can describe how their code works and how they wrote it, and help others debug their code.