Unity educator resources

Licences	
	Student Plan – Unity Pro licence for students.
	Educator Plan – Unity Pro licence for individual educators.
	Education Grant Licence – Licences for school lab and/or classroom usage, with batch installation capabilities.

Community	
	Unity Teach Community Facebook Group – A place for Unity Educators to come together, access resources, and share best practises, with the goal of enabling success for their students.
	Unity Teach Discord
	Unity Forums – An extensive archive of knowledge about the Unity ecosystem to consult for insight and support. You can find out the latest developments, submit feedback, and engage with the developers of Unity.
	Unity Answers – Beginners and experts alike post to this platform so they can help each other out with Unity. The built-in voting system helps you find the best answers faster.
	YouTube – There are many channels and videos dedicated to learning Unity. Some popular channels include Game Dev Unlocked (created by established creator David Wehle), Brackeys, Code Monkey, and Dani.
	Discord – Discuss Unity in real time.
	Stack Exchange and **Stack Overflow** – These open communities help creators in diverse fields get their questions answered with a reputation award process. Stack Overflow is dedicated to programming. On Stack Exchange, check out questions tagged "unity" in the gamedev exchange.
	Twitter – Follow @unity and @unitygames, and watch #unity, #madewithunity, and other hashtags to see what the community is creating.
	Reddit – A network of communities based on specific interests. Take a look at the Unity3D and Unity2D communities to get started.

Teach and learn Unity	**Unity Learn Educators Hub** – An educator one-stop shop with curated tutorials, projects, and courses for teaching and learning Unity.
	Educators Live – Get support teaching Unity and stay informed about the rapidly-evolving fields of real-time interactive development.
	Create with Code for Educators – All the resources required to bring Unity educators' most popular programming course into the classroom.
	Create with VR for Educators – All the resources required to bring Unity's flagship VR course into the classroom.
	Unity for Educators: A Beginner's Guide – A professional development course for educators getting started with Unity.
	Unity Essentials Pathway – For educators or students new to Unity. A first step to learning the background, context, and skills needed to create in Unity. Includes an educator facilitation kit.
	Unity Creative Core Pathway - Learn the fundamentals of Unity Editor, VFX, Lighting, Animation, Audio, UI and other creative skills, no programming required.
	Unity Game Design Curricular Framework – A free guide to bringing interactive applications and game design into the classroom.
	Unity Teach website – The homepage for all programs and products for Unity educators.
	Get Unity Certified – A list of all Unity Certifications and exam objectives.

Classroom resources	**Project design document** – From the Create with Code course.
	VR project design document – From the Create with VR course.
	Develop your learning plan – From the Unity Essentials Pathway, this tutorial supports learners to set goals and milestones.
	Project charter document – From the Introduction to Project

	Management tutorial in the Junior Programmer Pathway.
	Unity Editor interface guide – A handy guide of Editor tips and shortcuts for students.
	Unity project strategy guide – Strategies for students getting started, getting unstuck and going further with their projects.
	Unity for Educators: A Beginner's Guide course book – From the **Unity for Educators: A Beginner's Guide course.** Includes templates and guides to support the development of your Unity curriculum.
	Classroom posters: **Unity games posters** **Create with VR posters** **Create with Code posters**

Unity in the industry	**Unity industry use cases and solutions**
	Unity Youtube Channel
	Unity for Humanity – A showcase featuring inspiring Unity creators and their diverse projects.
	Made with Unity – A wealth of projects that span across industries, all made with Unity.

Hackathons, game jams, creative	**Unity Events** – A calendar listing a wide variety of Unity-related events around the world.
	Games for Change

Challenges, and developer events	**'Your first game jam' recorded livestream**
	Unity developer and creator advocacy

Suggested course adaptations and alternatives to develop Unity Skills	
Teaching with Zoe	**Getting Started with Zoe** – Zoe enables simple and accessible VR creation. Available as a plug-in for Unity as well as a standalone app for VR headsets.
Teaching programming fundamentals and C#	**Code.org**

	Computer Science Teachers Association website
	Code Combat
	Endless Mission
Teaching with Ready Maker	**Develop your learning plan** – From the Unity Essentials Pathway, this tutorial supports learners to set goals and milestones.
	Unity Learn – Space Chicken Project