Lesson 1 - Introduction to Godot

In this lesson, students will learn how to install the Godot game engine on their computers and become familiar with its editor interface. They will explore the various features and tools available in the editor and learn how to set up a new project using the Godot Project Manager. Through guided and independent practice, students will gain hands-on experience in installing the game engine, navigating the editor, and customizing project settings. The lesson will conclude with an exit ticket to assess students' understanding of the installation process and editor interface, and a closure to review the objectives and emphasize the importance of exploring the Godot engine further.

Objectives:

- Students will be able to install the Godot game engine on their computers.

- Students will become familiar with the Godot editor interface and its various features.

- Students will be able to set up their first Godot project using the Godot Project Manager.

Materials:

- Computers with internet access

- Godot game engine (downloaded and installed on each computer)

- Projector or smart board for demonstration

Bell-Ringer Activity:

- Display a screenshot of a game created using the Godot game engine.

- Ask students to brainstorm what they think is involved in creating a game like this.

- Allow a few minutes for students to share their ideas with a partner or in small groups.

- Call on a few students to share their thoughts with the class.

Introduction:

- Explain to students that today they will be learning how to install the Godot game engine on their computers and become familiar with its interface.

- Briefly discuss the importance of game engines in game development and how they provide tools and resources to create games more efficiently.

- Share the objectives of the lesson with the students.

Direct Instruction:

- Demonstrate how to download and install the Godot game engine on a computer.

- Show students where they can find the official Godot website and guide them through the installation process.

- Explain the system requirements and any additional software that may be needed for installation.

- Once the installation is complete, demonstrate how to open the Godot editor and navigate its interface.

- Point out the different panels, menus, and tools available in the editor.

- Explain the purpose and functionality of each component.

Guided Practice:

- Have students follow along on their own computers as you guide them through the installation process.

- Answer any questions or provide assistance as needed.

- Once the installation is complete, have students open the Godot editor and explore its interface.

- Encourage students to experiment with different features and settings to become more familiar with the editor.

Independent Practice:

- Instruct students to create a new project using the Godot Project Manager.

- Demonstrate how to create a new project and name it appropriately.

- Explain the different project settings and options available in the Project Manager.

- Encourage students to customize their project settings based on their preferences.

Exit Ticket:

- Ask students to write down three things they learned about installing the Godot game engine and using its editor interface.

- Collect the exit tickets before the end of the class.

Closure:

- Review the objectives of the lesson with the students.

- Recap the steps involved in installing the Godot game engine and setting up a new project.

- Emphasize the importance of becoming familiar with the Godot editor interface for future game development tasks.

- Encourage students to continue exploring the Godot engine and experimenting with its features outside of class.