

- **[Games For Change, Teacher Resources for Student Challenge](#)**
 - Lessons 2, 3, 4, & 6 adapted from G4C curriculum to develop student understanding of game design as precursor to game development
 - [ARCADE, playable games by past student challenge winners](#)
 - [ARCADE, games by past accessibility challenge winners](#)
- **[A People's History of Computing in the United States](#)**
 - Summary of book referenced & used in Lesson 1
 - Part of motivation, adaptability, & interdisciplinary entry points for the Unit
 - Contains links to podcasts, videos, and articles that can be incorporated as student resources in Lesson 1
- **[A Brief History of Video Games](#)**
 - TED talk; intro games that gained popularity for variety of reasons
 - More for teacher to reference for certain steps in lesson 01
- **[RETRO GAME EMULATOR](#)**
 - Free playable games; dozens of consoles & thousands of games