- **[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
- **[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