TEACHING WITH **INTERACTIVE 3D**

Creating Lesson Plans for Unreal Engine, Fornite Creative, and Twinmotion

The documents and resources attached provide educators with a tool box for creating engaging, meaningful lessons that allow you and your students to demonstrate knowledge and meet learning objectives within Epic's creative learning environments.

The open ended nature of these tools means that anything is possible. Educators and students can create beautiful interactive learning experiences in a world that is already familiar to our students and scaffold the learning to expose them to industry standard tools. This approach allows us to encourage content creation by our students as well as the co-creation of learning experiences. Educators have already been using Fortnite Creative in content areas that include Math, Science, Language Arts, History, and Game Design. Twinmotion, a visualization tool, will provide opportunities for students to develop interactive 3D visualizations to demonstrate learning while expanding their career and technical skills. Unreal Engine provides opportunities for students to expand beyond the use of Fortnite Creative and create interactive 3D experiences using the premiere creation engine for interactive content.

The template provided along with the Teacher Guide will assist in planning lessons using Unreal Engine, Fornite Creative, and Twinmotion as you would any lesson you might create. The goal is to create a community repository of lessons that educators can share and remix to meet their teaching and learning goals.

If your Lesson Plan requires supplemental documents please include as separate PDF files.

Fortnite lesson plans are only suitable for classes from secondary schools and for children aged 13+

Teaching with Interactive 3D Contest ("Contest") will take place from 7:00a.m. EST on October 30, 2019 through 11:59 p.m. Eastern Time ("ET") on February 1, 2020 ("Contest Period"). Contest is open to legal residents of the fifty (50) United States and District of Columbia, 18 years of age or older, who are employed full-time as an educator who teaches a grade between 7th and 12th in an accredited institution.

Lesson Plan Template/Teacher Guide

Lesson/Author/Class Information

Lesson Title:

Content/Grade:

Lesson Timeframe:

Author Contact

Tell the community about yourself and your class. How can someone get in touch with you with questions, suggestions, and compliments?

Author:

Organization: Role:

Email:

Twitter: LinkedIn:

Description of class / learning environment

Please describe the author's class / learning environment as well as the suggested learning environment for this lesson to take place

DESIRED RESULTS
What are the learning outcomes for 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? Additional Info from ASCD

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.

Learning Activities Continued

Resources

Provide a list of resources used during this lessons (links, videos, PowerPoint, and so on).
Consider using a curation tool like Wakelet to gather resources.

ASSESSMENT

Assessments

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

Rubric

See attached rubric template

	Developing	Competent	Proficient	Distinguished
Project Content / Learning Objectives				
Project Development				
Project Aesthetics/ Design				
Reflection				

Standards Mapping

Link to Standards that your lesson directly addresses. General links to standards are provided. Teachers should also link to content and state specific standards where appropriate.

Common Core Standards
ISTE Standards for Students
NCSS Standards
NGSS Standards

Interdisciplinary and 21st Century Connections

Provide curricular tie-ins with relevant content areas. Is this an interdisciplinary lesson? Could this lesson be co-taught with another content area teacher? Indicate the 21st century skills that are addressed in this lesson. More information on 21st Century Skills - from Applied Educational Systems

Modifications and Accommodations

Provide any modifications or accommodations made for students with specific needs.

SAMPLE PROJECT ASSESSMENT RUBRIC

	Developing	**Competent**	**Proficient**	**Distinguished**
Project Content / Learning Objectives	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; world is inviting and thoughtful and intentional design is apparent.
Reflection	Student demonstrates difficulty describing the intent of their project.	Student can mostly describe / reflect upon the basics of the project and intended learning objectives.	Students provides a thoughtful reflection / explanation of the project and how it relates to the desired learning outcomes.	Student can describe how their code works and how they wrote it, and help others debug their code.