Curriculum Map: Video Game Design and Programming

Course: VIDEO GAME DESIGN AND PROGRAMMING Sub-topic: Video Production

Grade(s): 9 to 12

Course Description:	The Game Design and Programming with Unity course teaches the fundamentals of designing a game using the most widely accessed and preferred editing engine in the world. The intent of this course is to prepare high school students with the industry related skills needed for the workplace and higher learning environments. By the end of this course, they will understand the design planning process, be knowledgeable of industry related careers, and be able to navigate the Unity environment in order to create 3D games.
Course Textbooks, Workbooks, Materials Citations:	Code HS (Video Game Design with Bailey) Unity Game Development Software Moodle

Course Notes: All of the course material can be found on Moodle and in the course Google Drive.

Unit: Units 1&2: Intro to Game Design
Timeline: 2 Weeks

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Unit: Units 3&4: Intro to Unity
Timeline: 2 Weeks

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Unit: Unit 5: Legal and Ethical Considerations
Timeline: 1 Weeks

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Unit: Unit 6: Your First Game
Timeline: 3 Weeks

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Unit: Unit 7: Create Visual and Sound Effects
Timeline: 3 Weeks

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Unit: Unit 8: Storytelling and Character Development
Timeline: 3 Weeks

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Unit: Unit 9: Create Components and Mechanics
Timeline: 2 Weeks

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Unit: Unit 10: Prototype and Test Your Game
Timeline: 3 Weeks

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