E1T1 2022 Lesson Plan Template

Goal 18: Interactive story/game + CSS **Lesson #4:** Create a Twine Project

Reference links:

• E1T1 2022 Goals/Modules/Lesson Plans Repository

• E1T1 2022 Program/Meeting Plans

• Link Lessons plans to Goal Module.

Goal/Module: Interactive story/game outline related to non-profit

Target Students: Summer program interns

Lesson Topic: Create a story/game using Twine 2.1

Lesson Objectives/Learning Outcomes: Interns will be able to create an interactive story game

for their non-profit using twine and previous knowledge of CSS

Designed by: Renad **Estimated Time:** 40min

Topic/Time?	Lesson Description:	Who is responsible?
Supplies:	 Example: v2 UML Diagrams example deck: Slide 98 Example: Interview Video Deliverable Example: Google Classroom Deliverable link 	renad
Icebreaker & Attendance (5 minutes)	Icebreaker: ■ If you could choose to be teleported to any anime/Tv show, what show would it be? □ Record meeting □ Take attendance □ Type icebreaker in chat	renad
I do (intro): (10 minutes)	Purpose: Demonstrate how twine can be used as the skeleton outline of your story/game's content creation Show how to access it online Introduce: basic codes when formatting your twine images & music	renad
Work time (20 minutes)	Allow time for classmates to make a twine story (nothing fancy)	renad

Regroup + Progress poll: (2 minutes)	Post poll to see classmates progress: • 20% done • 50% done • 75% done • 100% done	
Share out: (5 minutes)	Classmate depending on poll answer will present: 1. A <u>display</u> their twine project + short description 2. A <u>brief walkthrough</u> of their Twine idea (if not finished)	renad
I do (demo): (5 minutes)	I show another feature of Twine: Styling your twine (css) • Download instructions • Formating my twine example	renad
Work time (10 minutes)	Allow time for classmates to design their twine	renad
Share out: (5 minutes)	Classmates show their progress - if not finished, walkthrough of their idea	renad
Total time:	62 minutes	renad