Unity educator resource links

| **Licenses** | [**Unity Student Plan**](https://unity.com/products/unity-student) – Unity Pro license for students. |
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| [**Unity Educator Plan**](https://unity.com/products/unity-educator) – Unity Pro license for individual educators. |
| [**Unity Education Grant License**](https://unity.com/products/unity-education-grant-license) – Licenses for school lab and/or classroom usage, with batch installation capabilities. |

| **Pathway Resources** | [**Syllabus**](https://docs.google.com/document/d/1IHIE7j_JUxpkpWne_viSO_Mtfe0ZOQit63dT1v2LKB8/edit?usp=sharing) |
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| [**Lesson plans**](https://docs.google.com/document/d/1MS84mMODRTVB0o4VP1OL5pRWm_HsKSkDDlzq29L2_No/edit?usp=sharing) |
| [**Standards alignment**](https://docs.google.com/document/d/1D-dFCaqXYH5RZzSjbSPc98DrP_yE4WKG/edit?usp=sharing&ouid=112346060861834190542&rtpof=true&sd=true) |
| [**Teacher preparation guide**](https://docs.google.com/document/d/15C0C-PnZcq9lPub1k5uHI36jJpuhPPmrY_rBY0txZqo/edit#heading=h.30j0zll) |
| [**Tips for Teachers**](https://docs.google.com/document/d/15RC8dR91tJy-VghK9ctOkp92JcwG5Lbo/edit?usp=sharing&ouid=112346060861834190542&rtpof=true&sd=true) |

| **VR Resources** | Learn how to teach VR with the [**Create with VR for Educators course**](https://learn.unity.com/course/create-with-vr-for-educators) |
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| [**Challenge Solutions**](https://drive.google.com/open?id=1xvyJ5O87v-wq7YROgkx71a7OcbJvFH2A) |
| [**Live Session Links**](https://docs.google.com/document/d/175GFQ8dZeJfJVZwJODqnr0x_M6inFGh49rWwkX3LeUU/edit?usp=sharing) |
| [**Oculus/Meta deployment notes**](http://bit.ly/quest2docs) |

| **Community** | [**Unity Teach Community Facebook Group**](https://www.facebook.com/groups/unityteachcommunity) – A place for Unity educators to come together, access resources, and share best practices, with the goal of enabling student success. |
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| [**Unity Forums**](https://forum.unity.com/) – An extensive archive of knowledge about the Unity ecosystem to consult for insight and support. You can find out the latest developments, submit feedback, and engage with the developers of Unity. |
| [**Unity Answers**](https://answers.unity.com/index.html) – Beginners and experts alike post to this platform so they can help each other out with Unity. The built-in voting system helps you find the best answers faster. |
| **YouTube** – There are many channels and videos dedicated to learning Unity. Some popular channels include [Game Dev Unlocked](https://www.youtube.com/c/GameDevUnlocked) (created by established creator David Wehle), [Brackeys](https://www.youtube.com/Brackeys), [Code Monkey](https://www.youtube.com/CodeMonkeyUnity), and [Dani](https://www.youtube.com/DaniDev). |
| [**Discord**](https://discord.com/invite/unity)– Discuss Unity in real-time. |
| [**Stack Exchange**](https://stackexchange.com/) **and** [**Stack Overflow**](https://stackoverflow.com/) **–** These open communities help creators in diverse fields get their questions answered with a reputation award process. Stack Overflow is dedicated to programming. On Stack Exchange, [check out questions tagged “unity” in the gamedev exchange](https://gamedev.stackexchange.com/questions/tagged/unity). |
| **Twitter** – Follow [@unity](https://twitter.com/unity) and [@unitygames](https://twitter.com/unitygames), and watch [#unity](https://twitter.com/search?q=%23unity), [#madewithunity](https://twitter.com/search?q=%23madewithunity), and other hashtags to see what the community is creating. |
| **Reddit** – A network of communities based on specific interests. Take a look at the [Unity3D](https://www.reddit.com/r/Unity3D/) and [Unity2D communities](https://www.reddit.com/r/Unity2D/) to get started. |

| **Teach and learn Unity** | [**Unity Learn Educator Hub**](https://learn.unity.com/educators) – A one-stop shop for educators with curated tutorials, projects, and courses to teach and learn Unity. |
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| [**Educators Live**](https://learn.unity.com/course/educators-live) – Get support teaching Unity and stay informed about the rapidly-evolving fields of real-time interactive development. |
| [**Create with Code for Educators**](https://learn.unity.com/course/create-with-code?tab=educator) – All the resources required to bring Unity's most popular programming course into the classroom. |
| [**Create with VR for Educators**](https://learn.unity.com/course/create-with-vr-for-educators)– All the resources required to bring Unity’s flagship VR course into the classroom. |
| [**Unity for Educators: A Beginner’s Guide**](https://learn.unity.com/course/unity-for-educators-a-beginner-s-guide)– A professional development course for educators getting started with Unity. |
| [**Unity Essentials pathway**](https://learn.unity.com/pathway/unity-essentials) – For educators or students new to Unity. A first step to learning the background, context, and skills needed to create in Unity. Includes an educator facilitation kit. |
| [**Creative Core pathway**](https://learn.unity.com/pathway/creative-core) **-** Learn the fundamentals of the Unity Editor, VFX, Lighting, Animation, Audio, UI, and other creative skills; no programming required. |
| [**Unity Game Design Curricular Framework**](https://create.unity3d.com/curricular-framework) – A free guide to bringing interactive applications and game design into the classroom. |
| [**Unity Teach**](https://unity.com/learn/educators) – The homepage for all programs and products designed for Unity educators. |
| [**Unity Certifications**](https://unity.com/products/unity-certifications) – A list of all Unity Certifications and exam objectives. |

| **Classroom resources** | [**Project Design Document**](https://docs.google.com/document/d/1FR-GYr2hL67d6MleWTTP-mXfCHVZTM1Mko77MFodxFg/copy) – From the [Create with Code](https://learn.unity.com/course/create-with-code) course. |
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| [**VR project design document**](https://docs.google.com/document/d/18zUYaiwvXaOpKAUaUxqwVbzzO1qCrkLt2goQDZsEjnE/copy) – From the [Create with VR](https://learn.unity.com/course/create-with-vr) course. |
| [**Develop your learning plan**](https://learn.unity.com/tutorial/develop-your-learning-plan) – From the Unity Essentials pathway, this tutorial helps learners to set goals and milestones. |
| [**Project Charter document**](https://docs.google.com/document/u/1/d/1h6R70TV3l4yV-l4o_BmBbiZiR3n6HolyD6r1AgP7mIY/copy) – From the [Introduction to Project Management](https://learn.unity.com/tutorial/introduction-to-project-management-and-teamwork) tutorial in the Junior Programmer pathway. |
| [**Unity Editor Interface Guide**](https://docs.google.com/document/d/1kGRifW6HJWTCkIfea2C6e7NcN4Ik1umlxDH8kT7D6oA/edit?usp=sharing)– A handy guide of Editor tips and shortcuts for students. |
| [**Unity Project Strategy Guide**](https://drive.google.com/file/d/1h01vaPIulP4BuoTyck24yeH6EChaLcSc/view) – Strategies for students getting started, getting unstuck, and going further with their projects. |
| [**Unity for Educators: A Beginner’s Guide Course Book**](https://docs.google.com/document/d/1vqv9X4L2hqIPQDGlCQTodetTQYM3uNTQlzynNrgzixU/copy)– From the[**Unity for Educators: A Beginner’s Guide course**](https://learn.unity.com/course/unity-for-educators-a-beginner-s-guide)**.** Includes templates and guides to support the development of your Unity curriculum. |
| **Classroom posters:**  [**Unity games posters**](https://unitytechnologies.app.box.com/s/4vnti3zezw21elxvo6fzhqjyy9t8bt3u)  [**Create with VR posters**](https://unitytechnologies.box.com/s/p3w06hpxdebno44w133j10laf1oi16zi)  [**Create with Code posters**](https://unitytechnologies.app.box.com/s/cwufjd33codxe86ka6nu4d4jwq2bhlf5) |

| **Unity in the industry** | See examples of use cases and solutions -[**Unity Solutions**](https://unity.com/solutions) |
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| [**Unity Youtube channel**](https://www.youtube.com/channel/UCG08EqOAXJk_YXPDsAvReSg) |
| [**Unity for Humanity**](https://unity.com/humanity) – A showcase featuring inspiring Unity creators and their diverse projects. |
| [**Made with Unity**](https://unity.com/madewith) – A wealth of projects that span across industries, all made with Unity. |

| **Hackathons and game jams** | [**Unity Events**](https://unity.com/events-hub) – A calendar listing a wide variety of Unity-related events around the world. |
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| [**Games for Change**](https://www.gamesforchange.org/) |

| **Challenges and developer events** | [**‘Your First Game Jam’ Recorded Livestream**](https://learn.unity.com/tutorial/join-your-first-game-jam-1) |
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| [**Unity developer and creator advocacy**](https://unity.com/community/advocates) |

| **Suggested course adaptations and alternatives to develop Unity skills** | |
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| **Teaching with Zoe** | [**Getting Started with Zoe**](https://learn.unity.com/project/getting-started-with-zoe) – Zoe enables simple and accessible VR creation. Available as a plug-in for Unity as well as a standalone app for VR headsets. |
| **Teaching programming fundamentals and C#** | [**Code.org**](https://code.org/) |
| [**Computer Science Teachers Association**](https://csteachers.org/page/resources-for-virtual-teaching) |
| [**Code Combat**](https://codecombat.com/) |
| [**The Endless Mission**](https://theendlessmission.com/) |
| **Teaching with Ready Maker** | [**Develop your learning plan**](https://learn.unity.com/tutorial/develop-your-learning-plan) – From the Unity Essentials Pathway, this tutorial supports learners to set goals and milestones. |
| [**Unity Learn – Space Chicken Project**](https://learn.unity.com/project/space-chicken) |