

# Unity educator resource links

Licenses	<a href="#">Unity Student Plan</a> – Unity Pro license for students.
	<a href="#">Unity Educator Plan</a> – Unity Pro license for individual educators.
	<a href="#">Unity Education Grant License</a> – Licenses for school lab and/or classroom usage, with batch installation capabilities.

Pathway Resources	<a href="#">Syllabus</a>
	<a href="#">Lesson plans</a>
	<a href="#">Standards alignment</a>
	<a href="#">Teacher preparation guide</a>
	<a href="#">Tips for Teachers</a>

VR Resources	Learn how to teach VR with the <a href="#">Create with VR for Educators course</a>
	<a href="#">Challenge Solutions</a>
	<a href="#">Live Session Links</a>
	<a href="#">Oculus/Meta deployment notes</a>

Community	<a href="#">Unity Teach Community Facebook Group</a> – A place for Unity educators to come together, access resources, and share best practices, with the goal of enabling student success.
	<a href="#">Unity Forums</a> – 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.
	<a href="#">Unity Answers</a> – 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.
	<a href="#">YouTube</a> – There are many channels and videos dedicated to

	learning Unity. Some popular channels include <a href="#">Game Dev Unlocked</a> (created by established creator David Wehle), <a href="#">Brackeys</a> , <a href="#">Code Monkey</a> , and <a href="#">Dani</a> .
	<a href="#">Discord</a> – Discuss Unity in real-time.
	<a href="#">Stack Exchange</a> and <a href="#">Stack Overflow</a> – 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, <a href="#">check out questions tagged “unity” in the gamedev exchange</a> .
	<b>Twitter</b> – Follow <a href="#">@unity</a> and <a href="#">@unitygames</a> , and watch <a href="#">#unity</a> , <a href="#">#madewithunity</a> , and other hashtags to see what the community is creating.
	<b>Reddit</b> – A network of communities based on specific interests. Take a look at the <a href="#">Unity3D</a> and <a href="#">Unity2D communities</a> to get started.

<b>Teach and learn Unity</b>	<a href="#">Unity Learn Educator Hub</a> – A one-stop shop for educators with curated tutorials, projects, and courses to teach and learn Unity.
	<a href="#">Educators Live</a> – Get support teaching Unity and stay informed about the rapidly-evolving fields of real-time interactive development.
	<a href="#">Create with Code for Educators</a> – All the resources required to bring Unity's most popular programming course into the classroom.
	<a href="#">Create with VR for Educators</a> – All the resources required to bring Unity's flagship VR course into the classroom.
	<a href="#">Unity for Educators: A Beginner's Guide</a> – A professional development course for educators getting started with Unity.
	<a href="#">Unity Essentials pathway</a> – 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.
	<a href="#">Creative Core pathway</a> - Learn the fundamentals of the Unity Editor, VFX, Lighting, Animation, Audio, UI, and other creative

	skills; no programming required.
	<a href="#">Unity Game Design Curricular Framework</a> – A free guide to bringing interactive applications and game design into the classroom.
	<a href="#">Unity Teach</a> – The homepage for all programs and products designed for Unity educators.
	<a href="#">Unity Certifications</a> – A list of all Unity Certifications and exam objectives.

<b>Classroom resources</b>	<a href="#">Project Design Document</a> – From the <a href="#">Create with Code</a> course.
	<a href="#">VR project design document</a> – From the <a href="#">Create with VR</a> course.
	<a href="#">Develop your learning plan</a> – From the Unity Essentials pathway, this tutorial helps learners to set goals and milestones.
	<a href="#">Project Charter document</a> – From the <a href="#">Introduction to Project Management</a> tutorial in the Junior Programmer pathway.
	<a href="#">Unity Editor Interface Guide</a> – A handy guide of Editor tips and shortcuts for students.
	<a href="#">Unity Project Strategy Guide</a> – Strategies for students getting started, getting unstuck, and going further with their projects.
	<a href="#">Unity for Educators: A Beginner's Guide Course Book</a> – From the <a href="#">Unity for Educators: A Beginner's Guide course</a> . Includes templates and guides to support the development of your Unity curriculum.
	<b>Classroom posters:</b> <a href="#">Unity games posters</a> <a href="#">Create with VR posters</a> <a href="#">Create with Code posters</a>

<b>Unity in the industry</b>	See examples of use cases and solutions - <a href="#">Unity Solutions</a>
	<a href="#">Unity Youtube channel</a>
	<a href="#">Unity for Humanity</a> – A showcase featuring inspiring Unity creators and their diverse projects.
	<a href="#">Made with Unity</a> – A wealth of projects that span across industries, all made with Unity.

<b>Hackathons and game jams</b>	<a href="#">Unity Events</a> – A calendar listing a wide variety of Unity-related events around the world.
	<a href="#">Games for Change</a>

<b>Challenges and developer events</b>	<a href="#">‘Your First Game Jam’ Recorded Livestream</a>
	<a href="#">Unity developer and creator advocacy</a>

<b>Suggested course adaptations and alternatives to develop Unity skills</b>	
<b>Teaching with Zoe</b>	<a href="#">Getting Started with Zoe</a> – Zoe enables simple and accessible VR creation. Available as a plug-in for Unity as well as a standalone app for VR headsets.
<b>Teaching programming fundamentals and C#</b>	<a href="#">Code.org</a>
	<a href="#">Computer Science Teachers Association</a>
	<a href="#">Code Combat</a>
	<a href="#">The Endless Mission</a>
<b>Teaching with Ready Maker</b>	<a href="#">Develop your learning plan</a> – From the Unity Essentials Pathway, this tutorial supports learners to set goals and milestones.
	<a href="#">Unity Learn – Space Chicken Project</a>