



3D, VR & AR Game Dev

Block Coding Curriculum

AR/VR/3D Concepts

- 3D Geometry
- Light Placement
- Cursor Events
- Object Cloning
- Dynamic Physics
- Variables
- Conditionals
- Objects
- Loops
- Functions
- List



3D Game Development (12 Hours)



Superhero Power Up

Design & play a Superhero power discovery game.

Session 1-3 [\[View Project\]](#)

Coding Concepts

Events, Text to Speech

3D/AR/VR Concepts

3D Player Avatars, Particle System



Football Game

Build a popular Football game in 3D

Session 4-6 [\[View Project\]](#)

Coding Concepts

Functions, Conditional Statements, Keyboard Events, Variables

3D/AR/VR Concepts

3D Environment, 3D Objects



Archery Target Shoot

Design the perfect Archery Master game in 3D

Session 7-9 [\[View Project\]](#)

Coding Concepts

Functions, Conditional Statements, Keyboard Events, Loops, Dynamic Physics, Variables

3D/AR/VR Concepts

3D Environment, 3D Objects, Animations



3D T-Rex Game

Build a popular Chrome Dinosaur game in 3D

Session 10-12 [\[View Project\]](#)

Coding Concepts

Functions, Conditional Statements, Keyboard Events, Collision Detection, Clones, List, Variables

3D/AR/VR Concepts

3D Environment, Animations, List, Clones



Virtual Reality (8 Hours)



VR Pixel Art

Design a Pixel Art app in VR

Session 13-16 [\[View Project\]](#)

Coding Concepts

Mouse Events

3D/AR/VR Concepts

Doodle, Colors, Rotation



Multiplayer 3D Tic Tac Toe

Code a classic Tic-Tac-Toe game in VR

Session 17-20 [\[View Project\]](#)

Coding Concepts

Events, Conditionals, Variables

3D/AR/VR Concepts

Texts, Animations, Colors, Sounds



Augmented Reality (4 Hours)



Mole Mash

Build a Mole Mash game & Whack a Mole!

Session 21-24 [\[View Project\]](#)

Coding Concepts

Timers, Random Numbers, Conditionals, Functions

3D/AR/VR Concepts

Cursor Events, Positions

Ready for the full Lesson Plans?

Our team will meet you to understand your requirements, customize curriculum accordingly, and share lesson plans and projects. It's all free.



Schedule a call with our Team