FAQ: Unity for Educators: A Beginner's Guide Course

Is the course free?

Yes, this course and all associated resources and materials are entirely free, for everyone. You just need an internet connection to access the live sessions and the course materials.

Who can take this course?

This course is open to all educators, teachers, and trainers, and anyone who will teach Unity in formal and informal education settings.

When does this course start and end?

Unity for Educators course starts on July 13, 2020. It closes on September 4, 2020. The course content spans about four weeks, at a pace of approximately three (3) hours of self-paced learning and one (1) hour of live, virtual learning during the weekly webinars.

How do I register for this course?

Registration is only required for the one (1) hour live session each week. You can sign up for every weekly session (in one or both time slots) by [visiting this form](#) and registering. All other learning content will be open and accessible to everyone. Come back to the Unity for Educators: A Beginner's Guide course page to follow along with the course materials and track your progress.

When will the live sessions be held?

Live sessions for the course start on Tuesday, July 14, 2020 at 9am Pacific Time (16:00 UTC) and 5pm Pacific Time (00:00 UTC). The same materials will be covered in each of these sessions so you only need to sign up for a time that suits you best. Be sure to check the start time with your local time zone.

All course live sessions take place on Tuesdays PT, on the following dates and times:
- July 14, 2020, 9am PT and 5pm PT
- July 21, 2020, 9am PT and 5pm PT
- July 28, 2020, 9am PT and 5pm PT
- August 4, 2020, 9am PT and 5pm PT

Will the live sessions be recorded?
Yes! Each live session is recorded and posted to the course within 24 hours of the live session.

What is the structure, format and duration of this course?
This course is a blend of self-paced independent learning and optional live virtual classes in the form of webinars. The course content spans about four weeks. Each week is approximately three (3) hours of self-paced learning and one (1) hour of live virtual learning during the weekly webinars. The course is approximately 12 hours of self-paced learning, plus 4 hours of optional live virtual classes, for a total of 16 hours.

What technical requirements are there for taking this course teaching Unity?
To get set up for the course, please [install Unity](#) Personal Edition.

What technical requirements are there for teaching Unity?
To set your students up with Unity, you can either (a) apply for free Unity Educational licenses through the [license grant program,](#) which is best used in a lab or classroom setting, or (b) have students apply for the free [Unity Student Plan](#) create individual Unity ID's. This course will cover the different Unity licenses that are commonly used in educational settings.

What content is covered during this course, per week?

In week one you will:

- Understand what Unity is
- Learn about the benefits of teaching Unity to your students
- Understand the value of realtime 3D technology and recognize its potential across real-world industries and subject areas
- Explore and complete your first Unity activity
- Understand the Unity Learn platform and where to find relevant educator materials
- Recognize how the Unity educator community can support your learning
- Develop your understanding of best practices for teaching Unity, including the importance of championing diversity and inclusion and being a co-learner
- Reflect on your learning from the week and work through the first few steps of your Teaching Plan in the Unity **Course Book**

In week two you will:

- Explore benefits and opportunities around linking your classroom to industry practice
- Understand how to incorporate real-world, authentic learning experiences into your Unity teaching and learning
- Explore the Unity interface
- Add simple primitives and import a premade player controller to begin your personal 3D project
- Explore strategies for supporting and extending the learning for students with different abilities
- Consider ideas for facilitating the project planning stage for your students
- Reflect on your learning from the week and work through the next few steps of your Teaching Plan in the Unity **Course Book**

In week three you will:

- Learn about the need for developing student soft skillsets for the modern workplace
- Consider the role of soft skills and independent learning behaviors
- Learn techniques and functions in Unity to further develop your 3D Personal Gallery Project, adding a 3D model, mesh colliders and audio
- Learn how to set realistic Unity teaching goals for yourself and your students
- Consider how to track student progress and offer meaningful feedback and assessment
- Reflect on your learning from the week and work through the next few steps of your Teaching Plan in the Unity **Course Book**

In week four you will:

- Continue to add controllable elements to your personal 3D Gallery Project
- Publish and share your project
- Learn why adopting a growth mindset is essential to teaching and learning with Unity
- Explore tips for facilitating Unity in the classroom, including technical troubleshooting advice
- Learn ways to help your students become effective autonomous learners
- Learn how and why to continue your Unity learning
- Reflect on your learning from the week and work through the final steps of your "Teaching Plan" in the Unity **Course Book**