Genuity Training

Junior Roblox Mastery

Course Overview

This fun, hands-on course introduces children to the exciting world of robotics through engaging, creative, and educational activities.

This instructor-led, live training (onsite or online) is aimed at beginner-level children who wish to learn how to design, build, and program simple robots while developing logical thinking and teamwork skills.

Program Mission

Junior Roblox Mastery is a 12-week technical track for students aged 8–14. We transition kids from playing games to building them, teaching professional 3D design and Lua coding—the same logic used in Python and C++.

Learning Path

- Phase 1: 3D Design & Modeling – Building immersive worlds and mastering 3D physics.
- Phase 2: Lua Scripting Foundations – Learning variables, loops, and functions to make games interactive.
- Phase 3: Game Mechanics – Creating leaderboards, shops, and multiplayer features.
- Phase 4: Launch & Portfolio – Debugging and publishing a live game to the global Roblox platform.

Key Outcomes

- Coding Literacy: Mastery of text-based programming logic.
- Problem Solving: Advanced debugging and critical thinking skills.
- Digital Entrepreneurship: Understanding game monetization and UI/UX design.
- Certification: Graduates receive a Junior Roblox Mastery certificate.

Requirements

- Hardware: PC/Laptop (Windows or Mac).
- Software: Roblox Studio (Free).
- Goal: 100% project-based learning.

Audience

- Children aged 10 to 16 years' old
- Beginner-level robotics learners

Training Course Outline

Module	Topic	Coverage
Phase 01: The Builder's World (Weeks 1–3)		
Module 1	Introduction to the Metaverse	• Setting up Roblox Studio & Account Security. • Understanding the Interface: Explorer, Properties, and Toolbox. • **Project:** "My First Obby" (Obstacle Course) – Building basic platforms
Module 2	Advanced Building Techniques	• Using the Move, Scale, and Rotate tools. • Material and Color selection. • Introduction to **Union & Negate** (creating custom shapes like windows or arches).
Module 3	Environmental Storytelling	• Using the Terrain Editor (generating mountains, water, and caves). • Adding lighting effects (Skybox, Sun Rays, Bloom). • **Project:** A "Hidden Jungle" or "Desert Island" map.
Phase 2: Introduction to Lua Scripting (Weeks 4–7)		
Module 4	The Logic of Coding	• What is a Script? Printing messages to the Output. • Variables and Data Types (Strings, Numbers, Booleans). • **Project:** Making a part change color when the game starts.
Module 5	Interaction & Events	• Understanding the `Touched` event. • Functions: Writing code that "does something" when triggered. • **Project:** Creating "Kill Bricks" (lava) and Speed Boost pads
Module 6	Conditionals & Loops	• `If/Then` statements: Making decisions in code.

		• `While` and `for` loops: Making objects spin or move repeatedly. • **Project:** A disappearing bridge that only appears for 5 seconds.
Module 7	User Interface (UI) Design	• Creating ScreenGui, Frames, and TextLabels. • Scripting buttons to open menus or change scenes.
Phase 3: Game Mechanics & Economy (Weeks 8–10)		
Module 8	Leaderboards & Stats	• Introduction to `Leaderstats`. • Creating "Coins" or "Points" systems. • **Project:** A treasure hunt game where points are saved.
Module 9	RemoteEvents & Client-Server Communication	• How the "Server" talks to "Players." • Creating tools (Swords, Flashlights, or Magic Wands).
Module 10	Game Economy & Shop	• Designing an in-game shop. • Introduction to **Robux and Monetization** (Game Passes and Developer Products).
Phase 4: The Grand Finale (Weeks 11–12)		
Module 11	Debugging & Optimization	• How to find "bugs" in the code. • Playtesting with friends and gathering feedback.
Module 12	Publishing to the World	• Creating a Game Icon and Thumbnail. • Setting up game descriptions. • **Final Project:** Launching a fully functional multiplayer game on the Roblox platform.