

Getting Ready

This article includes direct steps in setting up a Roblox classroom, as well as useful resources.

Preparing Devices and Accounts

Estimated Time: 1 Week (Depending on Communication)

Communicate with groups like parents, administrators, or IT departments.	<p>Before launching your Roblox class, you may want to communicate about Roblox to different parties. We've included the following resources:</p> <ul style="list-style-type: none">● Parents are able to browse our Parents webpage, outlining safety features, while we also provide a brochure that can be provided to parents.● Administrators can always view our Impact page, which also includes case studies, testimonials, and news in popular publications.● IT Departments may need extra coordination in whitelisting domains or port-forwarding. See our Networking Guide.
Install Roblox on Devices	<p>Determine what software you need to install.</p> <ul style="list-style-type: none">● Roblox Client (Download) - Used to play experiences.● Roblox Studio (Download) - Create or code experiences. Only usable on PC or Mac <p>Once you know what to install, software can be installed in two ways:</p> <ul style="list-style-type: none">● Individual installations per computer: Install Roblox by downloading the software from the website on each computer. Ideal for small classrooms, workshops, or small summer camps.● Batch Installers: Create a packaged installer that can be deployed on multiple computers. Ideal for schools or larger educational institutions.

<p>Identify a password management for the class</p>	<p>Every student using Roblox Studio will need their own free Roblox account. Roblox does not offer account management tools, so teachers cannot batch create accounts.</p> <p>Before starting a Roblox class, have a plan to manage accounts. This could be having students create accounts before class or using password manager software, such as LastPass to keep track of student passwords.</p>
<p>Provide information for students to create accounts outside the classroom</p>	<p>We strongly recommend students create accounts outside class to save time in class.</p> <p>To help facilitate this, you can provide students the Account Creation handout, which also includes information for parents if desired.</p>
<p>Test logging in and out</p>	<p>Before classes start, it's worthwhile to check if you can successfully log into devices on a school network. If you're unable to, check out Troubleshooting articles.</p>
<p>Create 2-3 backup accounts</p>	<p>It's possible that a student may forget their account information or get locked out of an account. If that happens, you can use backup accounts.</p> <p>These accounts can have simple to remember names such as <i>franklinSchool01</i>, <i>franklinSchool02</i>, etc. They can be granted to a student temporarily as needed.</p>
<p>Find relevant content</p>	<p>Virtual Learning Experiences can be found on the Experiences section of Roblox Education</p> <p>Projects and lessons for Roblox Studio, such as teaching computer science, can be found in the Content section.</p>
<p><i>(If using Virtual Learning Experiences)</i> Create a private server</p>	<p>Review the Private Servers for Classroom Use article. Remember that some experiences may require a monthly fee in Robux (generally \$1 USD).</p>

Running the First Roblox Class

Review the first lesson or experience	Go through a lesson or experience before showing it to classes.
Set guidelines and expectations for using Roblox	Before working in any Roblox software, set guidelines with students. Sample guidelines can be found in the pages below: <ul style="list-style-type: none">• Classroom Management: Covers general guidelines and tips• Collaboration Best Practices: Tips for group or collaborative activities.
Plan at least five minutes for students to log into Roblox Client or Studio	This time is allocated in case students have issues logging in. If students are unable to log in, or the process may take too long, provide them with a temporary backup account.