

Quest Lesson Guide: Give Your Rover a Paint Job

Pillar: ARTS	Concept: Color and Style	Code: AC1.1	Level: 1
Summary: Give your rover a paint job.			
STEAM Integration: Engineering (Making)			
Learning Objectives			
Students will learn about...		Students will learn to...	
Experiment with different colors to improve aesthetics of objects.		Experiment with different colors to improve aesthetics of objects. Test different tools to determine different color effects.	

Quest Introduction:

Use the painter to give your rover that special look and style. Take photos and add notes in the Mission Log about how the colors you chose help camouflage the Rover.

Students use digital painting to Camouflage their Rover



Fun Facts:

Sometimes it's great to blend in when exploring, consider giving your rover a paint job that will help disguise it by making it look similar to the planet's trees or environment. This is called camouflage! Of course if you'd rather find the rover easily, you can always just paint it yellow like me!

Using and mixing colors is an important design skill. The painter organizes colors in a color circle, which shows how colors are related and how to mix and think about colors. Primary colors include red, blue and yellow and cannot be made from other colors. Secondary colors are made by mixing two primary colors closest to it on the color wheel and include green, orange and purple.

In-Game Assessment:

The students earn XP in the following badges: 1. Construction – 25% 2. Photography – 25%	Related in-game quiz that tests concepts: 1. Quiz Code: N/A
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Formative Assessment:

Once the student finished a quest, you can also assess them based n observation and discussion, and according to the following scale. If assessing a student’s partially completed project, use the “Notes” section. In this case, assess the child based on their understanding of the projected learning outcomes and how effectively they implemented them on the part of the project they did complete.

5	4	3	2	1
Complete Achievement of goal/task/ understanding	Mostly Complete Achievement of goal/task/ understanding	Partially Complete Achievement of goal/task/ understanding	Very Incomplete Achievement of goal/task/ understanding	Did Not Complete goal/task/ understanding

Notes:
