Unity educator resources

| **Licences** | [**Student Plan**](https://unity.com/products/unity-student) – Free Unity Pro licence for students. |
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| [**Educator Plan**](https://unity.com/products/unity-educator) – Free Unity Pro licence for individual educators. |
| [**Education Grant Licence**](https://unity.com/products/unity-education-grant-license) – Free licences for school lab and/or classroom usage, with batch installation capabilities. |

| **Community** | [**Unity Teach Discord**](https://discord.gg/GyuNFqrArY) |
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| [**Unity Discussions**](https://discussions.unity.com/) – An extensive archive of knowledge about the Unity ecosystem to consult for insight and support. You can find out the latest developments, submit feedback, and engage with the developers of Unity. |
| **YouTube** – There are many channels and videos dedicated to learning Unity. Some popular channels include [Game Dev Unlocked](https://www.youtube.com/c/GameDevUnlocked) (created by established creator David Wehle), [Brackeys](https://www.youtube.com/Brackeys), [Code Monkey](https://www.youtube.com/CodeMonkeyUnity), and [Dani](https://www.youtube.com/DaniDev). |
| [**Discord**](https://discord.com/invite/unity)– Discuss Unity in real time. |
| [**Stack Exchange**](https://stackexchange.com/) **and** [**Stack Overflow**](https://stackoverflow.com/) **–** These open communities help creators in diverse fields get their questions answered with a reputation award process. Stack Overflow is dedicated to programming. On Stack Exchange, [check out questions tagged “unity” in the gamedev exchange](https://gamedev.stackexchange.com/questions/tagged/unity). |
| **Twitter** – Follow [@unity](https://twitter.com/unity) and [@unitygames](https://twitter.com/unitygames), and watch [#unity](https://twitter.com/search?q=%23unity), [#madewithunity](https://twitter.com/search?q=%23madewithunity), and other hashtags to see what the community is creating. |
| **Reddit** – A network of communities based on specific interests. Take a look at the [Unity3D](https://www.reddit.com/r/Unity3D/) and [Unity2D communities](https://www.reddit.com/r/Unity2D/) to get started. |

| **Teach and learn Unity** | [**Unity Learn Educators Hub**](https://learn.unity.com/educators) – An educator one-stop shop with curated tutorials, projects, and courses for teaching and learning Unity. |
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| [**Educators Live**](https://learn.unity.com/course/educators-live) – Get support teaching Unity and stay informed about the rapidly-evolving fields of real-time interactive development. |
| [**Create with Code for Educators**](https://learn.unity.com/course/create-with-code?tab=educator) – All the resources required to bring Unity educators’ most popular programming course into the classroom. |
| [**Create with VR for Educators**](https://learn.unity.com/course/create-with-vr-for-educators)– All the resources required to bring Unity’s flagship VR course into the classroom. |
| [**Unity Essentials Pathway**](https://learn.unity.com/pathway/unity-essentials) – For educators or students new to Unity. A first step to learning the background, context, and skills needed to create in Unity. Includes an educator facilitation kit. |
| [**VR Development Pathway**](https://learn.unity.com/pathway/vr-development) - Designed for anyone interested in learning to create experiences for VR. This pathway assumes a basic knowledge of Unity and basic knowledge of programming. Includes an educator facilitation kit. |
| [**Unity Creative Core Pathway**](https://learn.unity.com/pathway/creative-core) **-** Learn the fundamentals of Unity Editor, VFX, Lighting, Animation, Audio, UI and other creative skills, no programming required. Includes an educator facilitation kit. |
| [**Junior Programmer Pathway**](https://learn.unity.com/pathway/junior-programmer) **-** Designed for anyone interested in learning to code or obtaining an entry-level Unity role, this pathway assumes a basic knowledge of Unity and has no math prerequisites. Includes an educator facilitation kit. |
| [**Unity Game Design Curricular Framework**](https://create.unity3d.com/curricular-framework) – A free guide to bringing interactive applications and game design into the classroom. |
| [**Unity Teach website**](https://unity.com/learn/educators) – The homepage for all programs and products for Unity educators. |
| [**Get Unity Certified**](https://unity.com/products/unity-certifications) – A list of all Unity Certifications and exam objectives. |

| **Classroom resources** | [**Project design document**](https://docs.google.com/document/d/1FR-GYr2hL67d6MleWTTP-mXfCHVZTM1Mko77MFodxFg/copy) – From the [Create with Code](https://learn.unity.com/course/create-with-code) course. |
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| [**VR project design document**](https://docs.google.com/document/d/18zUYaiwvXaOpKAUaUxqwVbzzO1qCrkLt2goQDZsEjnE/copy) – From the [Create with VR](https://learn.unity.com/course/create-with-vr) course. |
| [**Develop your learning plan**](https://learn.unity.com/tutorial/develop-your-learning-plan) – From the Unity Essentials Pathway, this tutorial supports learners to set goals and milestones. |
| [**Project charter document**](https://docs.google.com/document/u/1/d/1h6R70TV3l4yV-l4o_BmBbiZiR3n6HolyD6r1AgP7mIY/copy) – From the [Introduction to Project Management](https://learn.unity.com/tutorial/introduction-to-project-management-and-teamwork) tutorial in the Junior Programmer Pathway. |
| [**Unity Editor interface guide**](https://docs.google.com/document/d/1kGRifW6HJWTCkIfea2C6e7NcN4Ik1umlxDH8kT7D6oA/edit?usp=sharing)– A handy guide of Editor tips and shortcuts for students. |
| [**Unity project strategy guide**](https://drive.google.com/file/d/1h01vaPIulP4BuoTyck24yeH6EChaLcSc/view) – Strategies for students getting started, getting unstuck and going further with their projects. |
| [**Unity for Educators: A Beginner’s Guide course book**](https://docs.google.com/document/d/1vqv9X4L2hqIPQDGlCQTodetTQYM3uNTQlzynNrgzixU/copy)– From the[**Unity for Educators: A Beginner’s Guide course**](https://learn.unity.com/course/unity-for-educators-a-beginner-s-guide)**.** Includes templates and guides to support the development of your Unity curriculum. |

| **Unity in the industry** | [**Unity industry use cases and solutions**](https://unity.com/solutions) |
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| [**Unity Youtube Channel**](https://www.youtube.com/channel/UCG08EqOAXJk_YXPDsAvReSg) |
| [**Unity for Humanity**](https://unity.com/humanity) – A showcase featuring inspiring Unity creators and their diverse projects. |
| [**Made with Unity**](https://unity.com/madewith) – A wealth of projects that span across industries, all made with Unity. |

| **Hackathons, game jams, creative** | [**Unity Events**](https://unity.com/events-hub) – A calendar listing a wide variety of Unity-related events around the world. |
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| [**Games for Change**](https://www.gamesforchange.org/) |

| **Challenges, and developer events** | [**‘Your first game jam’ recorded livestream**](https://learn.unity.com/tutorial/join-your-first-game-jam-1) |
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| [**Unity developer and creator advocacy**](https://unity.com/community/advocates) |

| **Suggested course adaptations and alternatives to develop Unity Skills** | |
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| **Teaching with Zoe** | **Getting Started with Zoe** – Zoe enables simple and accessible VR creation. Available as a plug-in for Unity as well as a standalone app for VR headsets. |
| **Teaching programming fundamentals and C#** | [**Code.org**](https://code.org/) |
| [**Computer Science Teachers Association website**](https://csteachers.org/page/resources-for-virtual-teaching) |
| [**Code Combat**](https://codecombat.com/) |
| [**Endless Mission**](https://theendlessmission.com/) |
| **Teaching with Ready Maker** | [**Develop your learning plan**](https://learn.unity.com/tutorial/develop-your-learning-plan) – From the Unity Essentials Pathway, this tutorial supports learners to set goals and milestones. |