D&D Class Syllabus



Welcome to my D&D Class! I am Mrs.Flowers, your Dungeon Master and teacher for this summer. In this course, you will learn how to play Dungeons and Dragons as well as learn how to write creatively, think strategically, and most importantly, have fun!

Dungeons and Dragons was created in 1974 by a man named Gary Gygax. He was a huge fan of a historical simulation board game called *Wargames* and decided to improve it by adding dice and magic. It blossomed into the wildly popular game you know now and has inspired media such as *Stranger Things* and its own movie in 2021 called *Dungeons and Dragons: Honor Among Thieves.*

Why are we here?

You may be asking yourself: Why is this class important? Firstly, keep asking that question, it will serve you later in life. Secondly, here are seven reasons why:

- Expression: You can do and be anyone in D&D. There are no limits to your expression and there are no wrong ways to do things.
- Teamwork: You cannot play D&D alone. You have to work with others, just as in the real world as well.
- Math skills: Although basic math, D&D involves quick math into spellcasting, fighting, and many other things
- Writing Skills: You will be asked to write a lot in this class. You will be asked to write a lot in life. By honing this skill now, you can open a lot of doors for yourself.
- Confidence booster: You will be asked to roleplay in this class. This will put you out of your comfort zone, which you will have to eventually leave at some point in your life.
- Adaptability: Your spell can miss, your attack will fail, but you adapt and figure out what to do next. This is invaluable, as life is never a predictable thing.

- Lifelong Fun: Above all, this is a game. You can share it with others and even make new friends.

Class Schedule(These dates are subject to change. I will let you know if anything does the day before)

Week One

6/15/2026: Welcome/Syllabus Day HW: Join Google Classroom

6/16/2026: Dive into the Rising Tides HW: Create an account on D&D Beyond

6/17/2026: Build Your Character HW: Complete character if not finished in class

6/18/2026: First Combat HW: Journal Entry One

Week Two

6/22/2026: Beginners Guide to Roleplay HW: Journal Entry Two

6/23/2026: Murder at the Ocean Manor HW: Journal Entry Three

6/24/2026: Dungeon Escape HW: Journal Entry Four

6/25/2026: Interrogate the Suspect HW: Journal Entry Five

Week Three

6/29/2026: Calamity Approaches/
HW: Journal Entry Six

6/30/2026: Build a Monster HW: Journal Entry Seven

7/1/2026: Search for the Base HW: Journal Entry Eight

7/2/2026: Treasure Hunt HW: Journal Entry Nine

Week Four

7/6/2026 : Plan an Expedition/Final Project Info HW: Journal Entry Ten

7/7/2026: Embark on the Expedition HW: Journal Entry Eleven

7/8/2026: Final Boss HW: Journal Entry Twelve

7/9/2026: Contest of Champions HW: Journal Entry Thirteen

Week Five

7/13/2026: Work on Final Project
7/14/2026: Work on Final Project
7/15/2026: Work on Final Project
7/16/2026: Work on Final Project

Expectations: In this class, you will be divided into two groups as we explore the Rising Tides.
Complete class: 10 points
Try to roleplay: 2 points
Good class behavior: 5 points
Complete journal entries on time: 3 points per classmate(if you don't do your homework, no points for you)
Level up: 8 points
Keep name tag on desk: 1 point each class you do it.
There is a point limit of 200 you must earn over the summer to receive a reward. The pirate with the most points receives a greater reward.

Journal Entries: These are your homework assignments. At home, you will write an entry in your notebook about the day's class in the role of your D&D character. You can use a prompt that I assign if you need help getting started. Your entries will be TWO PARAGRAPHS LONG with AT LEAST 5 SENTENCES PER PARAGRAPH.
Each entry will be the following:
Paragraph 1: A summary of the class events(Ex: the first day of character creation will be written as the first day you arrive on the Rising Tides Island)
Paragraph 2: A prediction of what might happen next(Ex: on the first day of character creation, your character won't know much about the Rising Tides Islands. Write with that in mind).

Try to immerse yourself into your character. How would they be feeling throughout this adventure? Nervous? Excited? Suspicious of everyone? Any feeling can be used as inspiration.

NOTE: I WILL ONLY GIVE YOU THE THREE POINTS IF YOU COMPLETE THE REQUIRED PARAGRAPH AND SENTENCE COUNT. NO EXCEPTIONS.

These entries will also be VERY IMPORTANT when we get to our final project, so make sure you try your best to immerse yourself in the Rising Tides.

Final Project: The adventure has concluded. One year later, both pirate crews meet up at a tavern. You decide to reminisce about your journey. It was memorable, after all.

For the student showcase on July 16th, each group will create a trifold poster board detailing your adventure across the Rising Tides. Each column will have different things:
1st column: The Characters: Who were you? Who did you meet across your journey? Why were they special?
2nd column: The Adventure: What was the story? What were the key moments? What monsters did you fight? What tough decisions did you have to make?
3rd column: Reflection: Looking back, what was the most important thing you learned across this journey? Anything you would have changed if you had the chance?

I will give you time in class to work on this. EVERY STUDENT MUST SPEAK.