

## PREP

- Connect to a secure network Wi-Fi connection
- Graph Paper (A3 or A4)
- Aspire 2Be/CITB Handouts (supplied)

## **OBJECTIVES**

- o To get familiar with gameplay and features of Minecraft
- To construct basic buildings and use various inventory tools and items

## **VOCABULARY**

- Construction
- Demolish
- Teamwork
- Self <u>Assessment</u>
- Time
- management

# **DISCOVER**

- Challenge 1 Vocabulary Scavenger Hunt
- Challenge 2 Quick Build
- Challenge 3 Target Build & Archery

## **DESIGN**

- Explore: Free Build
- o After finishing; ask if a design would've helped and choosing specific blocks beforehand.

# DEVELOP

- Add double doors to your building
- Lay down carpet inside your construction
- Make a pond with water and fish
- Spell the names of all your teammates using

#### **DELIVER** \*Questions to be answered as a mini-plenary by teams at end of lesson

- o Can you describe what your team did using the key vocabulary of the day?
- O Which guick build was the most challenging?
- Did everyone finish on time? Why or why not?

## **DISCUSS**

- o Did the skills used today match with the ones identified at the beginning of the lesson (Think.Pair.Share)?
- What vocabulary word best describes what your team will need to focus on to be successful on our upcoming project?

#### **BUILDING FUTURES SKILLS**

#### MINECRAFT SKILLS **TEAMWORK SKILLS Daily activities Construction shows** completed before the evidence of skills learned end of the session from 'Discover' videos **LEARNING PATH Extension added from** Each team member the 'Develop' section on constructed a portion or your handouts section of the final project All the above and answer key All the above and questions during final explanation of why presentation with evidence from material was chosen designs and final construction. (during final presentation)

# **Design** Vocabulary Construction **Demolish Teamwork Self-Assessment Time Management** 0

