



### PREP

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

### **OBJECTIVES**

- o To display an understanding of urbanisation and private spaces using Minecraft and 2D design
- To use teamwork to achieve an outcome

### **VOCABULARY**

- Urbanisation
- Private
- Common (Space)

- Public Space
- Multifunctional

# **DISCOVER**

- Challenge 1 Camera & Portfolios: Use Day 1 Challenges
- Challenge 2 Graph Paper: Design perimeter/area features
- Challenge 3 Graph Paper: Design interior/materials

# **DESIGN**

o Groups discuss independent tasks and agree upon final designs completed with challenges 2 & 3.

# DEVELOP

- Add double doors
- o Add a sunroof (6 blocks max.)
- o Add a basement (4 blocks depth max and must be no bigger than the perimeter of your build)

## **DELIVER**

- o What have we built?
- o What makes it a private space?
- o Did you follow your plan? Why? Or Why not?
- How did you/we perform together as a team?



- What areas are left to add to our build?
- Where will it be placed?
- o Can a single building have private, common and public
- O What new role will you take on next lesson?



### **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** Each team member **Extension added from** constructed a portion or the 'Develop' section on section of the final project your handouts 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 Weekland

# **Vocabulary**

- Urbanisation
- Private
- Common
- 0
- Public
- Multi-Functional

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