

PREP

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

OBJECTIVES

- \circ $\,$ To display an understanding of urbanisation and common spaces using Minecraft and 2D design
- To use teamwork to achieve an outcome

VOCABULARY

- **Urbanisation**
- Private
- Common Spaces

Public Space Multifunctional

- Exteriors

DISCOVER ٢

- **Challenge 1 Sticky Notes**
- Challenge 2 Graph Paper: Common Spaces- Design
- Challenge 3 Graph Paper: Extended Design- Paths

DESIGN 뉟

- Each student to add a feature from their designs
- Emphasise teamwork and ask how could we split the jobs to agree quicker?

- Add one suggestion from the *Sticky Note Challenge*
- Continue to add detail to your private and common areas.

Connect to vour building from day 2

• Add a board to name your commons area

Ч DELIVER

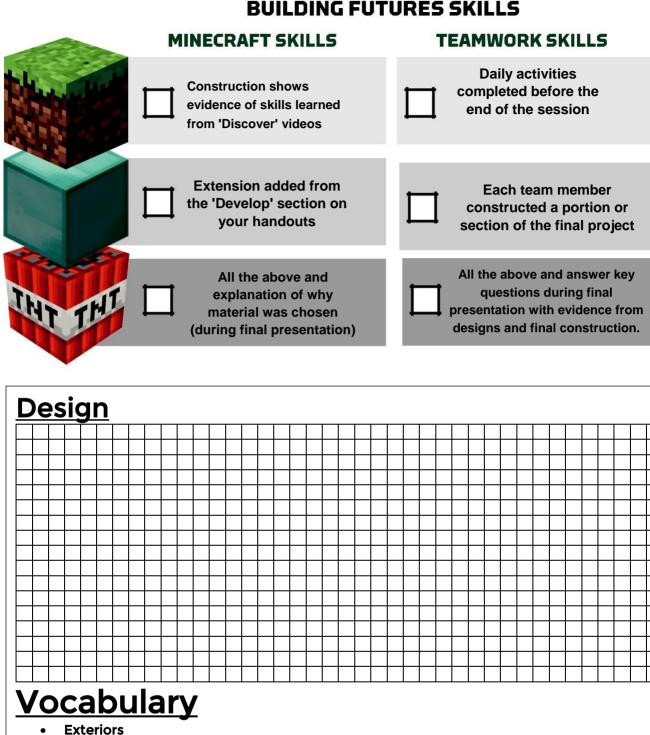
- *Questions to be answered as a mini-plenary by students at end of lesson
- What have we built?
- What makes it a common space?
- Did you follow your plan? Why? Or Why not?
- How did you/we perform together as a team? (1-

DISCUSS

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

LESSON 3 OF 5

BUILDING FUTURES SKILLS



0

LEARNING PATH

