Cadw

History Explorers

Castell Conwy

Quest: Stained Glass Window



Cadw MINECRAFT EDUCATION Hwb®

Llywodraeth Cymru
Welsh Government

Table of Contents

Learning Activity Support Guide: Quest Three – Stained Glass Window 2

- Learning Objectives: 2
- Areas of Learning and Experience: 2
- Cross-curricular skills: 2
- Integral Skills: 2
- Guiding Ideas / Possible questions to ask: 2

Learning Activity Overview: 3

Learning Activity Introduction: 4

Research and Inspiration: 4

Conceptualisation: 4

Materials and colour: 5

Construction & Finishing Touches: 5

Extension (optional): 5

Plenary / Reflection: 5

Key Vocabulary: 6

Resources / Supporting Files: 6

Learning Activity Support Guide: Quest Three – Stained Glass Window

Learning Objectives:

- Explore storytelling through art while deepening understanding of cultural narratives and historical contexts.
- Design and construct a stained-glass window in Minecraft Education.

Areas of Learning and Experience:

- **Humanities**
  – Enquiry, exploration and investigation inspire curiosity about the world, its past, present and future.
  - Events and human experiences are complex, and are perceived, interpreted and represented in different ways.
- **Language, Literacy and Communication**
  - Literature fires imagination and inspires creativity.
  - Understanding languages is key to understanding the world around us.
- **Mathematics and Numeracy**
  -Geometry focuses on relationships involving shape, space and position, and measurement focuses on quantifying phenomena in the physical world.
- **Expressive Arts**
  - Exploring the expressive arts is essential to developing artistic skills and knowledge and it enables learners to become curious and creative individuals.
  -Responding and reflecting, both as artist and audience, is a fundamental part of learning in the expressive arts.
  -Creating combines skills and knowledge, drawing on the senses, inspiration and imagination.

Cross-curricular skills:

- **Literacy Framework**
  -Reading: Understanding, response and analysis
  -Speaking: Clarity and vocabulary and purpose
- **Numeracy Framework**
  - Learning about geometry helps us understand shape, space and position, and learning about measurement helps us quantify in the real world.
- **DCF**
  -Producing: Sourcing, searching and planning digital content, creating digital content.

Integral Skills:

- Planning and organising
- Creativity and innovation

Guiding Ideas / Possible questions to ask:

What can you tell me about stained-glass windows?
What are the notable features of a stained-glass window?
What can you tell me about how a tale is represented in a stained-glass window?

What does the tale tell us about our heritage and culture?
Which tale have you chosen to represent in your stained-glass window?
How will you convey the essence of the story through visual elements?
What colour combinations will you use and why?

Learning Activity Overview:

Learners will embark on an imaginative journey to design and construct a stunning stained-glass window using various colourful glass blocks within the Minecraft Education environment. This engaging activity aims to deepen learners' understanding of colour theory and fundamental design principles and harness the creative potential of Minecraft as a digital canvas for artistic expression. Furthermore, learners will create a visual representation of a specific tale or historical theme from Conwy using this creative medium, allowing learners to explore storytelling through art while deepening their understanding of cultural narratives and historical contexts.

This activity stimulates creativity and weaves together various disciplines, including art, history, and digital skills, resulting in a rich, multifaceted learning experience that captivates learners in an innovative and enjoyable way!

Learning Activity Introduction:



Stained Glass Window Quest NPC is located in the Chapel Tower.

"What a fantastic quest awaits you! Designing and building a stained-glass window in Minecraft to depict a tale from Conwy Castle is sure to be an engaging and rewarding experience.

Click on the button below to discover how you can approach it."

Link to video Stained Glass, which is embedded in the Cadw Cymru Minecraft World

Initiate a captivating discussion about stained-glass windows, delving into their rich history and cultural significance in various architectural styles, especially in historical buildings.

Showcase inspiring examples of diverse stained-glass designs, highlighting the interplay of vibrant colours and light, and discuss how these elements enhance the beauty of the structures they adorn.

Research and Inspiration:

When learners have watched the video that details the steps to produce their stained-glass window, start encouraging them to research stories associated with Conwy Castle or the town of Conwy.

Researching historical tales offers a unique glimpse into the past, revealing the rich tapestry of human experience across different cultures and eras. Often steeped in folklore and tradition, these narratives entertain and provide insights into the values, beliefs, and struggles of societies long gone. By delving into these stories, learners can uncover the lessons and legacies that have shaped their world, bridging the gap between generations and enhancing their understanding of history. As they explore these tales, they engage with the wisdom they impart, enriching their perspective on the past and the present.

Conceptualisation:

Once the learners have identified a tale or theme they want to represent in the stained-glass window, encourage them to conceptualise what they want to create. For example, ask them to identify the key aspect they wish to be represented in their stained-glass window.

Ask them to reflect on the tales they have seen in the stained glass. How are they represented? Why are they chosen? Who has chosen them? Why are they important? What do they tell us about our heritage and culture? What do they tell us about our locality and Wales?

When considering the composition, they should consider the characters, symbols, and colours they want to incorporate. Encourage them to consider how they can convey the essence of the story through visual elements.

Then, ask the learners to create a design or cartoon that includes the key aspects of their chosen tale. They should test their design with others to see if they can identify the story's theme. If necessary, they may need to adjust their design.

This design phase is crucial to help them visualise their ideas before they begin building in Minecraft.

Materials and colour:

It would be beneficial to introduce learners to the fundamentals of colour theory, exploring the concepts of primary, secondary, and complementary colours. Use a colour wheel to demonstrate how these colours interact visually.

Engage learners in discussions about how particular colour combinations can evoke different moods or feelings, reinforcing the idea that colour choice is a powerful tool in visual storytelling.

Prompt learners to consider the shapes, patterns, and colour placements and how their design will utilise light and space within the Minecraft game.

Construction & Finishing Touches:

Instruct learners to launch Minecraft Education and create a new world for their stained-glass project.

Guide learners through the process of gathering materials, specifically focusing on collecting various coloured glass blocks, ensuring they have a broad palette from which to choose.

Instruct learners to construct a sturdy frame for their window using solid blocks such as stone or wood, creating a defined space for their glass artwork.

Challenge them to fill the frame with their chosen coloured glass blocks according to their carefully thought-out designs, experimenting with different patterns and arrangements.

Encourage learners to embrace their creative instincts. They can choose intricate geometric patterns or explore abstract designs saturated with vibrant colours.

Extension (optional):

As an extension of the primary activity, learners can explore creating stained-glass windows that reflect different architectural styles, such as Gothic, Art Deco, or Modern designs.

Alternatively, learners can undertake research projects on the significance of stained-glass in various cultural contexts or historical eras, presenting their findings creatively through additional Minecraft projects.

Extension activities can be supported with the **Cadw Creators: Stained Glass Windows Learning Resource** (*A guide for practitioners using built heritage and stained-glass for a curriculum-based learning project*).

Plenary / Reflection:

Once the stained-glass windows are completed, invite learners to present their creations to the class. This sharing session creates a sense of community and appreciation for each individual's artistic endeavours.

Facilitate a discussion where learners can describe their design process, what inspired their choices, and what they learned about colour and light through this activity.

Key Vocabulary:

History
Culture
Heritage
Architecture
Stained-glass window
Creativity
Design principles
Colour theory
Primary, secondary and complimentary colours
Geometric
Abstract

Resources / Supporting Files:

- Minecraft Education app installed on devices.
- Cadw Cymru Minecraft World.

Additional optional resources:

  - A guide or resource materials on colour theory and basic design principles, e.g., a colour wheel.
  - Examples of famous stained-glass works.
  - Squared paper and coloured pencils.
  - Cadw Creators: Stained Glass Windows Learning Resource (*available from the Cadw website*)