



## **EDUCATOR GUIDE**

Computer Science

Storytelling in Minecraft

Lower Primary | Grades K-2 | Ages 5-7

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# Characters All Around

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**Lesson Description:** In this lesson, students will learn how to use a keyword search to help them locate items in their inventory.

**Time:** 60 minutes

**CSTA Standards:**

**1A-AP-13** Give attribution when using the ideas and creations of others while developing programs.

**ISTE Standards:**

**1.3.a** Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

**TEACHER PREPARATION:**

- Prepare the Classroom Presentation to project for students
- Ensure all student devices have Minecraft: Education Edition downloaded and are ready to use

**THEME OVERVIEW:**

In this lesson, students will meet three characters and tour their house to make observations about the characters. Students will analyze the characters' homes and possessions in order to discover more information about the characters. Then, students will create their own characters.

**LEARNING OBJECTIVES:**

By the end of this lesson, the students will be able to:

- Utilize a keyword search in the inventory
- Create an NPC and its surroundings to give additional information about the character

## Lesson Activities

### Direct Instruction (Teacher-Directed, “I Do”)

Today, we are going to be working on a lesson called, “Characters All Around”. It is part of our Storytelling in Minecraft unit, where we are learning about elements of a story and how we can use Minecraft to communicate our thoughts, ideas, and stories. (slide 1)

Review the learning objectives with students. (slide 2)

Review the important vocabulary. (slide 3)

Begin the discussion about characters to set context for the lesson. (slide 4)

Initiate a conversation with students about characters they know from books, movies, television, and legend.

- Who are the most interesting?
- Who are your favorites? Why?
- Can you describe these characters for us?

Today, you will first meet a guide who will give you instructions and provide books to write in. Then you will meet three characters in Minecraft: Farmer, Miner, and Scientist. You should explore their houses and surroundings to make notes about each. You will play in adventure mode until you’re ready to build your own characters. (slide 5)

### Guided Instruction (Teacher Modeling, “We Do”)



We are going to walk through the tutorial together. Have all students log into Minecraft: Education Edition. (slide 6)

Display and use the Characters All Around presentation to guide this part of the activity. This should be completed slide-by-slide, together as a class. (slides 7-17)

### **Independent Work (Teacher Support, “You Do”)**

Students will work in Creative mode to create their own character. Then they will add surroundings and objects that can give us some clues about what they like, what they are interested in, etc. (slides 18-20)

### **Assessment**

Students should be able to answer the following questions: (slides 21-22)

1. What is a keyword search?
2. Describe the surroundings and objects you placed in your Minecraft build to give more information about your character.

These questions can also be used as a formative assessment. The formative assessments can be found at the end of this document and can be printed out.

**NAME:** \_\_\_\_\_ **DATE:** \_\_\_\_\_

**BUILD A MINECRAFT STORY: FORMATIVE ASSESSMENT**

<p>What is a keyword search?</p>	
<p>Describe the surroundings and objects you placed in your Minecraft build to give more information about your character.</p>	