Hwb®

MUSEUM OF WALES



MINECRAFT EDUCATION EDITION

Description:

Learners will research the geography, history, culture and attractions of Wales and discover some of the main areas and features of the country. Learners can use various ways of collecting information, including online research and creating a Microsoft Form to send to peers and family.

Learners will use the information gathered to build within the Minecraft: Education Edition 'Museum of Wales' and build exhibits to showcase Wales.

They will use other tools available on Hwb, for example Microsoft Sway / Flipgrid to create an ideas board in order to select the most important aspects of Wales that they would like to include. Learners will use NPC's, posters, signs in order to present the research findings throughout their build.

At the end of the project, learners will share their builds with others within the class to broaden their understanding and knowledge of Wales.

Overarching Statement

This Minecraft: Education Edition project has been developed to enrich the delivery of the Curriculum for Wales. Although specific **Areas of Learning and Experience (AoLE)** have been identified in this scheme of work (SoW) these are **not** prescriptive, but the authors interpretation. Educators should interpret this SoW and lesson support documentation and apply accordingly to the relevant age groups in terms of breadth and depth of application (and considering any other relevant AOLEs).

Within the Lesson support documents, details of the Statements of what matters associated to the relevant AoLE are explicitly detailed, along with appropriate referencing of the cross-curricular skills: literacy, numeracy and digital competence. Where appropriate references have also been given to the Digital Competence Framework (DCF) and National Literacy and Numeracy Framework (LNF).

At the heart of the Hwb Minecraft: Education Edition projects is the development of the four core purposes of Curriculum for Wales and the underpinning integral skills of **Creativity and innovation**, **Critical thinking and problem-solving**, **Personal effectiveness** and **Planning and organising**. Thus, providing a holistic integrated 21st Century curriculum to inspire the youth of Wales to be innovative contributors to their communities by embracing our nation's culture, geography, history, language and sense of belonging.

Area of Learning and Experience

- **Science and Technology**
- **Humanities**
- **Language, Literacy and Communication**

Cross Curricular Skills

- **Curriculum Cymraeg**
- **Numeracy**
- **DCF:**
  - Citizenship
  - Producing
  - Interacting and Collaborating

Learning Objectives covered	Learning, practice, and activities

Stage 1: Research

Learners will watch a promotional video about Wales and discuss some of the main features of the country. They will use different methods to research information about the geography, history, culture and tourism of Wales.

Learning Objectives

- To understand the geography, history, culture and attractions of Wales
- To use different methods of collecting information

Lesson elements:

- Explore Wales - discover various aspects of the geography, history, culture and attractions of Wales
- Decide what aspects they would like to find out more about
- Plan where to get the information from
- Gather information from different sources
- Create an extensive list of the different aspects they have discovered in their research

Learning Objectives covered	Learning, practice, and activities

Stage 2: Planning

Learners will decide from their list what aspects they want to include in their build for their exhibits about Wales. They will then plan how to plan and build the exhibits within The Museum of Wales.

Learning Objectives

- To explore findings about Wales
- To work collaboratively to critically assess their research
- Make decisions about what to include in their Minecraft: Education Edition build and why?

Lesson elements:

- Each group will plan out what exhibits they will include
- Learners to work in groups and break down their task
- Each group will draw a plan of their build and what will be included
- Create a plan for the build including success criteria
- Develop an assessment criteria

Learning Objectives covered	Learning, practice, and activities

Stage 3: The Build

Learners will work in various groups together to create their exhibits of Wales.

Learning Objectives

- To work collaboratively to build within Minecraft: Education Edition
- To follow a plan to build accurately within Minecraft: Education Edition

Lesson elements:

- In 'The Museum of Wales' world, learners map out where they will build their exhibits
- Each group will start building their features, using their plans and success criteria to help them
- Check progress against plans and success criteria

Learning Objectives covered	Learning, practice, and activities

Stage 4: Building *continued*

Learners will continue as a group to complete the previous version of their chosen exhibits.

Learning Objectives

- To work collaboratively to build within Minecraft: Education Edition
- To follow a plan to build accurately within Minecraft: Education Edition

Lesson elements:

Build in a shared world

- Each group will continue building their features, using their plans and success criteria to help them
- Check progress against plans and success criteria
- Evaluate build once completed

Learning Objectives covered	Learning, practice, and activities
Stage 5: Creating Information	
Learners will work in groups to create a *Flipgrid walkthrough exploring their build, interacting with NPCs and written information to demonstrate the knowledge within their Minecraft: Education Edition world. **PowerPoint screen recorder could also be used* **Learning Objectives** ▪ Create a Flipgrid walkthrough ▪ Use Minecraft: Education Edition features (NPCs – Non-Playing Characters)	**Lesson elements:** ▪ Plan and rehearse walkthrough linking with research, planning and success criteria ▪ Create the walkthrough using Flipgrid ▪ Add NPCs including the link to the Flipgrid walkthrough

Learning Objectives covered	Learning, practice, and activities
Stage 6: Explore	
Learners will have the opportunity to explore the Minecraft: Education Edition museums and interact with the various aspects of Wales. **Learning Objectives** ▪ To explore and evaluate other groups' builds ▪ To use Minecraft: Education Edition features (camera, book and quill, portfolio)	**Lesson elements:** ▪ Learners explore different museums and chosen aspects of Wales ▪ Visit one or more worlds and read the information ▪ Use the book and quill to record and demonstrate their understanding of their visit, documenting the main features found