Lesson Support for Stage 5: Creating Information

Approx. Duration: 1 hour

Learning Objectives:	▪ To create a Minecraft: Education Edition walkthrough video using Flipgrid (or PowerPoint screen recorder) ▪ To use Minecraft: Education Edition features (NPCs - Non-Playing Character)
Areas of Learning and Experience:	The steps within this stage offers opportunities to develop: ▪ **Language, Literacy and Communication:** Expressing ourselves through languages is key to communication
Cross-curricular skills:	The steps within this stage offers opportunities to develop: ▪ **DCF:** ○ **Interacting and Collaborating** – Collaboration ○ **Producing** – Creating
Guiding Ideas / Possible questions to ask:	What information about your build do you want to include? How will you plan the sequence of your walkthrough? How will you demonstrate how you've addressed the success criteria? How will you make it interesting for the audience? Does your video successfully present the information you wanted to include?

Introduction / Starter

Explain to the learners that they are now responsible for sharing the information they have gathered on their build with the rest of the class by creating a walkthrough using Flipgrid of their Minecraft: Education Edition world.

Discuss what information should be included about the different exhibits, as well as how to access information in the world e.g. NPCs to link to outside documents.

Make a list of the important aspects you want to include.

Learner Activities	Differentiation	Achievement outcomes
Step one		
Ask the learners to plan and create a success criteria for their walkthrough. Ask the learners to then rehearse the walkthrough, ensuring all the main aspects of the build and knowledge gained through this process.	Provide structured plan if needed Support learners using Flipgrid camera features	▪ Learners create a plan and success criteria, and rehearse their walkthrough

Assessment Opportunities

- Can learners communicate effectively to share information and decide what to include in their walkthrough?
- Do learners demonstrate a shared responsibility for the creation of the walkthrough?

Step two		
Inform the learners that they should now be ready to create their final walkthrough using Flipgrid.	Teacher input	▪ Learners work collaboratively to create a walkthrough

Assessment Opportunities

- Can learners choose relevant information and choose a way to present it appropriately?
- Have learners used clear and concise language to convey their ideas with good pronunciation and tone of voice?

Step three

Ask the learners to now create a tour guide (NPC) within their world. They should link their Flipgrid walkthrough to the guide and create a spawn point.	Teacher input	▪ Flipgrid walkthrough can be accessed through a link from the NPC in the Minecraft: Education Edition world.

Assessment Opportunities

- Can learners find a way to share information in Minecraft: Education Edition, in particular linking to any outside links?
- Can learners interpret, analyse and synthesis the information to construct knowledge (not just reproduce knowledge)?

Step four

Ask the learners to test the link and assess the link against the success criteria.	Teacher input	▪ Learners can check their work before sharing with an audience

Assessment Opportunities

- Can learners evaluate their work, making any necessary changes, in preparation for sharing with an audience?

Plenary

- How did you go about planning your walkthrough? How did you decide what to include?
- Have you achieved the success criteria?
- Is your information ready to share?
- Did you need to make any changes?
- Does your NPC work effectively?
- Are you happy with the work? Why?

Key Vocabulary:

- Collaborate
- Create
- Evaluate
- NPC (non-playing character)
- Link
- Walkthrough
- Audience
- Pronunciation
- Tone of voice

Resources / Supporting files:

- Work from prior research
- Access to Office 365 Platform
- Devices with Minecraft: Education Edition installed
- 'The Museum of Wales' Minecraft world
- Flipgrid (preferably on a mobile device)