
MINECRAFT
EDUCATION
PETER IS HERE
LESSON OUTLINE

TARGET AUDIENCE

Grades 4-8 | Ages 9-14

OVERVIEW

Students will step into the shoes of a conservator and explorer, tasked with preserving St. Peter's Basilica in the Vatican. Guided by the Sanpietrini, students will explore the basilica, learn its secrets, and restore key artifacts. Through this immersive journey, they'll discover how technology can help protect cultural heritage while experiencing the themes of history, cooperation, and preservation.

ESSENTIAL QUESTION

How can we use technology to explore, protect, and celebrate cultural heritage sites, and why is it important to work together in this effort?

MATERIALS NEEDED

- Computers with Minecraft Education installed
- Projector to introduce the basilica and set the scene
- Printed assignment instructions for post-class creative projects (optional)

LESSON DURATION

1 Class Period (45-60 minutes) with optional pre-lesson vocabulary activities and an optional creative project afterwards

LEARNING OBJECTIVES

Students will:

- Engage in hands-on restoration, learning the importance of preserving history
- Interact with the Sanpietrini to gain insight into the basilica's art, architecture, and cultural significance
- Reflect on the role of technology in cultural preservation and the values of cooperation and community
- Express understanding through a creative project to celebrate lessons learned

KEY VOCABULARY

Culture: Set of shared beliefs, values, traditions, social norms, and behaviors amongst a group of people.
History: Study of past events, people, and societies that have shaped the world we live in today.
Preservation: The act of protecting or maintaining something, especially historical sites or artifacts, so it endures over time.
Restoration: Repairing or rebuilding something to bring it back to its original condition.
Cooperation: The process of working or acting together towards a shared goal or desired outcome.



INTRODUCTION

The iconic St. Peter's Basilica is now at the fingertips of students around the globe, brought to life through the collaborative efforts of Minecraft Education, Microsoft, and the Vatican. With the **Peter is Here: AI for Cultural Heritage** world, students will journey through centuries of history, engaging with conversation and restoration.

Building on the Vatican's "AI-Enhanced Experience" La Basilica di San Pietro – Microsoft Unlocked, this initiative showcases how advanced technology, like photogrammetry and responsible use of AI, bridges the gap between cultural preservation and education. Students experience firsthand how modern tools support sustainability and the conservation of global heritage.

This seamless integration of STEM concepts encourages learners to explore Roman engineering, Renaissance design, and cutting-edge AI techniques—all within the vibrant and engaging platform of Minecraft.

This immersive program, designed for Minecraft Education, invites students to explore pivotal moments in the Basilica's history, interact with architectural marvels, and participate in restoration challenges. More than just a virtual field trip, this is an opportunity for learners to connect with global heritage while building vital STEM and critical thinking skills.

By immersing students in restoration challenges and historical exploration, we're fostering a generation that values global connection, cultural heritage, responsible technology, and sustainability.

GETTING STARTED

PREPARING FOR THE LESSON

This map is designed to be experienced by students in single player on their own devices with minimal teacher support during the in-game experience. It is intended to be completed in 45-60 minutes. There are four tasks within the in-game experience; each of these are outlined in more detail below.

There are multiple reflection prompts and questions throughout the Peter is Here: AI for Cultural Heritage lesson. These are useful in building knowledge and helping students better understand the learning objectives. They are highlighted throughout this lesson outline.

Prior to conducting the lesson, teachers should:

- Make sure all student devices have the latest version of Minecraft Education downloaded.
- Download and print student workbooks to assist them in recoding their thinking as they progress through the experience. The workbooks are available on the Minecraft Education website – Peter is Here: AI for Cultural Heritage Student Workbooks.

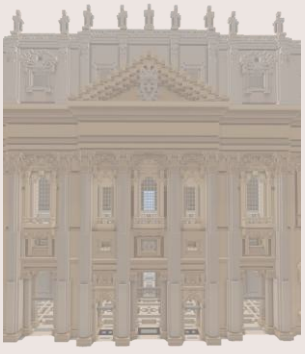
BACKGROUND KNOWLEDGE

There is a group of highly-skilled workers, called the **Sanpietrini**, who are responsible for keeping the basilica at the Vatican intact. They handle the reception, surveillance, cleaning and maintenance of the Vatican Basilica. This group of workers have served for generations with dignity and pride, using innovative and specialized methods to assist with restoration and ongoing maintenance work for the preservation of the Vatican basilica and structures on the adjacent territory. St. Peter's Basilia and its surroundings are a World Heritage Site and one of the most visited places in the world, with over 60,000 people visiting every day.

In this Minecraft map, students will be introduced to the Sanpietrini, who will guide them through an immersive experience to assist in restoration effects at St. Peter's Basilica.

ADDITIONAL INFORMATION

La Basilica di San Pietro
Sanpietrini Staff
Discover the Basilica
Pétros ení: A Digital Experience of Saint Peter's Basilica
The Tomb of Saint Peter Explained



PRE-LESSON ACTIVITIES

A CLASS PRESENTATION WITH THESE LESSON ACTIVITIES CAN BE FOUND HERE AND UTILIZED WITH STUDENTS.

SETTING THE SCENE

Show an image of St. Peter's Basilica.



Explain to students that they are going to have an opportunity to explore St. Peter's Basilica. Their journey will be guided by the Sanpietrini, a group of highly-skilled workers who are responsible for the reception, surveillance, cleaning, and maintenance of the Vatican Basilica.

Utilizing new technologies and tools, students will "travel back in time" to protect the basilica's art and architecture.

ESSENTIAL QUESTION AND THEMES

Introduce the essential question:
How can we use technology to explore, protect, and celebrate cultural heritage sites, and why is it important to work together in this effort?

ACTIVITY DISCUSSION

- How does this essential question relate to our mission today?
- How are cooperation, restoration, and preservation at the heart of our task today?

VOCABULARY REVIEW

Introduce the key terms (found on Slide 7 of the classroom presentation).

- Culture
- History
- Preservation
- Restoration
- Cooperation

Emphasize that they will see these concepts in action during game play.

OPTIONAL: There are additional vocabulary activities for further exploration if time allows (see subsequent pages in this document).

VOCABULARY ACTIVITIES

(optional)

VOCABULARY ACTIVITIES

Research shows that students need multiple and various exposures to a word before they fully understand the world can apply it. For the vocabulary to be truly memorable, vocabulary should be learned in context and not as a standalone experience. Copying definitions from a dictionary is not the most effective strategy – so here is a list of additional ways you can support the vocabulary development of your students.

Activity 1: Rhyme It

Ask students to create a short rhyme that includes the chosen vocabulary word and its definition: culture, history, restoration, preservation, cooperation.

EXAMPLE:

History is a tale of days gone **by**, A record of events and the reasons **why**.

Activity 2: Word Mapping

Have students create concept maps for new words. Starting with the vocabulary word in the center, they can branch out with definitions, synonyms, antonyms, related words, and example sentences.

Activity 3: Personification Challenge

Ask students to personify a vocabulary word as if it were a character. They can describe its personality, actions, and even write a short story featuring the "word character." This brings abstract words to life.

Activity 4: Pick Three

With the given vocabulary word, have students select 3 words that describe or are most closely associated with the vocabulary word. It will require students to be intentional and succinct with their word choices. Then they will have to rationalize their choices.

Activity 5: Word Detectives

Turn students into "word detectives" by giving them a list of new vocabulary words and challenging them to find those words in context. They can look through books, articles, or online resources and record the sentences where the words appear.

NAME: _____ DATE: _____

VOCABULARY ACTIVITY: RHYME IT

Create a short rhyme that includes the vocabulary word and its definition.

Example: *School is a place where knowledge takes **flight**, A hub for learning, growing, and getting things **right**.*

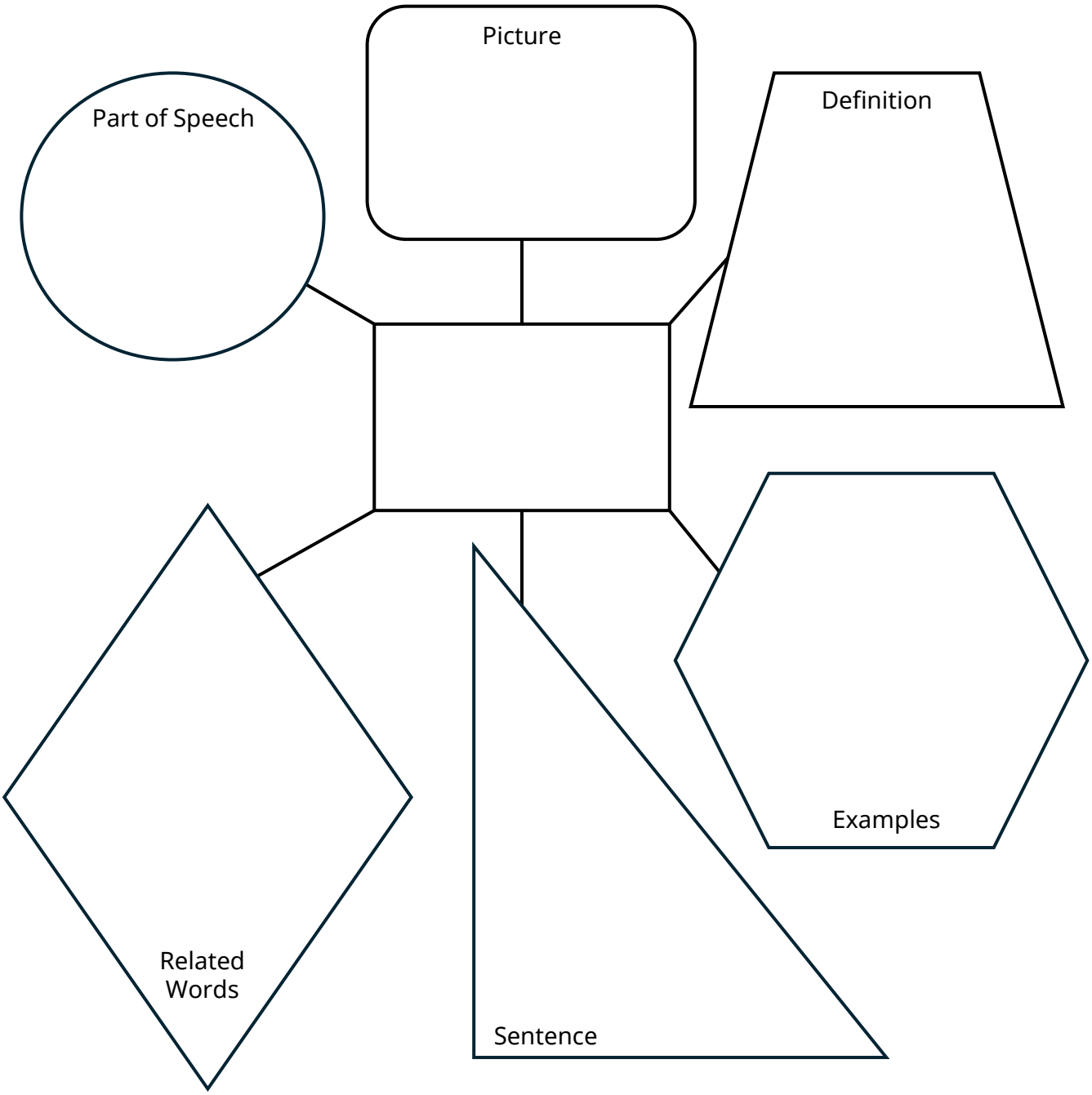
CULTURE	
HISTORY	
PRESERVATION	
RESTORATION	
COOPERATION	

PETER IS HERE: AI FOR CULTURAL HERITAGE

NAME: _____ DATE: _____

VOCABULARY ACTIVITY: WORD MAPPING

Create a word map by starting with the vocabulary word in the center. Then, branch out to include a picture, part of speech, definition, related words, examples, and a sentence that using the word in context.

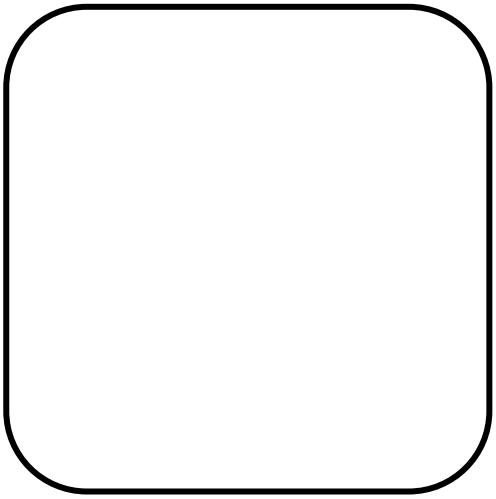


PETER IS HERE: AI FOR CULTURAL HERITAGE

NAME: _____ DATE: _____

VOCABULARY ACTIVITY: PERSONIFICATION CHALLENGE

Personify a vocabulary word as if it were a character. Describe its personality, actions, and write a short story featuring the word character.



VOCABULARY WORD:

_____

CHARACTER'S NAME:

_____

DESCRIBE YOUR CHARACTER'S PERSONALITY.

_____

_____

_____

HOW WOULD YOU DESCRIBE YOUR CHARACTER'S ACTIONS?

_____

_____

_____

On the back of the page, write your short story about your word character.

PETER IS HERE: AI FOR CULTURAL HERITAGE

NAME: _____ DATE: _____

VOCABULARY ACTIVITY: PICK THREE

Write the vocabulary word in the box. Then write the definition and select 3 words that describe or are most closely associated with the vocabulary word.

MY VOCABULARY WORD IS:	
The definition of my vocabulary word is ...	
Word Choice 1: _____	I picked this word because...
Word Choice 2: _____	I picked this word because...
Word Choice 3: _____	I picked this word because...

PETER IS HERE: AI FOR CULTURAL HERITAGE

NAME: _____ DATE: _____

VOCABULARY ACTIVITY: WORD DETECTIVES

Can you find these words in context? Look through online resources and record the sentences where the words appear.

Vocabulary Word	Name of Source Source Location (web address)	Word Used in a Sentence



RESTORATION CENTER

STUDENT TUTORIALS

STUDENT TUTORIALS

BEGINNING GAME PLAY

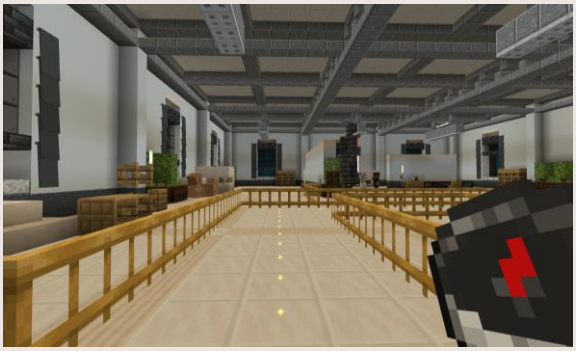
The game will begin with a fly-over through St. Peter's Square up to the front of the Basilia.



Then, students will go to the Restoration Center. Students will then be prompted to select their control scheme: keyboard, touch, or controller.

After selecting their control scheme, students will be placed into a tutorial sequence. In the tutorial sequence, students will learn how to look around, how to move, and practice using the provided restoration tools.

COMPASS TUTORIAL



Students will practice navigating through the game using the Smart Compass. The Vatican Basilica is quite large and this toll will help them to get around. The compass arrow will always point to their selected destination.

MOVEMENT TUTORIAL

Students will then practice moving around in the game: forward, backwards, right, and left. To complete their movement tutorial, they will need to use the appropriate movement commands for their control scheme.

Keyboard | Mouse	Touch	Controller
Use the WASD keys.	Tap and hold the arrows.	Push the stick in the direction.
		

ESSENTIAL TOOLS

MEET THE SANPIETRINI

Students will now learn about Sanpietrini – these skilled workers are a team comprised of carpenters, bricklayers, blacksmiths, painters, plumbers, electricians, and other skilled trades people. The Sanpietrini have the important job of preserving and restoring the Vatican.

The tools and processes the Sanpietrini have changed over time, but the goal remains the same – the preservation of history and culture.

DISCUSSION PROMPTS

- Who are the Sanpietrini?
- What is their goal? How do they accomplish this goal?
- What is preservation? Why is preservation important?

Then, students will learn about the unique restoration tools they will have available to complete the restoration tasks around the basilica.

The VR headset has been trained through artificial intelligence (AI) using years of research and data. It will show students a virtual world of how things looked in the past, so they are able to accurately repair and restore the areas within the basilica.



The AI block scanner will make new blocks to replace the damaged ones.

The AI block retriever will remove any misplaced blocks or any unneeded blocks.

Before moving on, students will practice using these tools. These tools will be provided to them when they enter a designated restoration point in the game. There are four restoration points within the game: Vatican Obelisk, St. Peter's Tomb, St. Peter's Baldachin, and the Column at the Nave.

ESSENTIAL TOOLS

MINECRAFT TOOLS

Students will have additional tools located in their hotbar. The “hotbar” is the active inventory slots that the players have access to. These items will help them throughout the game.



Smart Compass	This is a fast travel compass. It is a special tool that will teleport you to the restoration points and other special points of interest within St. Peter’s Basilica. It will also allow you to set waypoints (i.e., location Points or guide points in the map). 
Camera	This tool captures images within Minecraft Education. 
Portfolio	A portfolio is an item that can save photos taken with a camera. 
Book & Quill	This tool allows you to combine pictures you have taken with additional text to create your own book. 


RESTORATION POINT
VATICAN OBELISK

INFORMATION ABOUT THE VATICAN OBELISK

DID YOU KNOW...

The Vatican Obelisk is one of thirteen ancient obelisks of Rome. It is the ONLY obelisk to not have fallen throughout time. The Vatican Obelisk stands in St. Peter's Square and welcomes millions of pilgrims and visitors who are visiting St. Peter's Basilica.



The Vatican's Obelisk was transported from Egypt to Rome. In 1586, engineer Domenico Fontana led hundreds of men, horses, and cranes to move it only a short distance. They had to be extra careful not to crack or damage it. They even had strict rules about staying quiet during the move so no one would shout and distract the workers at a crucial moment.

FUN FACTS

- The obelisk is made of red granite, but over the centuries the stones' deep red luster have dulled to a pale brown color.
- Unlike other Egyptian obelisks, the Vatican Obelisk has no hieroglyphics, the writing used by the ancient Egyptians. The word "hieroglyphics" actually means *sacred carvings* in Greek. They are one of the earliest forms of writing in human history and give us valuable insights in ancient culture and beliefs.
- The Vatican Obelisk is believed to have originated from the city of Heliopolis on the Nile River.
- Ancient inscriptions on the obelisk dedicate it to Roman Emperor Augustus while the base describes its rededication in 1586.
- The red granite used for the obelisk is a very hard stone. This is perhaps why it's the only ancient obelisk in Rome to have never fallen.



ACTIVITY – VATICAN OBELISK

INTERACT WITH THE SUPERVISOR

Students should approach the supervisor (the NPC located by the area of interest). When they interact with the Supervisor, they will be provided with instructions for their restoration task.



USE TOOLS TO CAPTURE INFORMATION

Students should use the camera, portfolio, and book & quill to document the obelisk in its current state. They should take pictures and write notes to help them remember which areas need repair.





AI BLOCK SCANNER – 75 AD

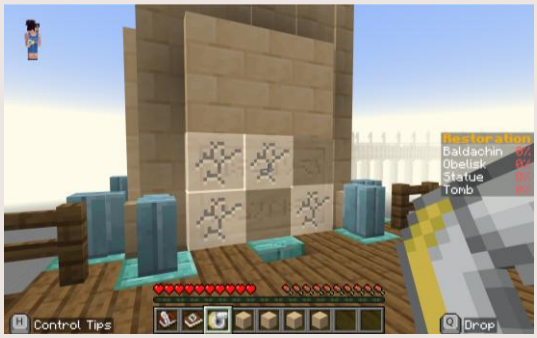
The supervisor will place the VR headset onto the player's head. They will now also have the AI block scanner placed into their hotbar. They will need to select each of the blocks (the game will provide them with their progress of how many blocks to be scanned).



ACTIVITY – VATICAN OBELISK

PLACE REPLICA BLOCKS

After scanning the blocks, students will be given the new replica blocks for the restoration task. They will need to match the new blocks to the correct location based on the original structure – this is why capturing images with the camera and portfolio will be important!





Blocks and the AI block retriever will be in their hotbar.

COMPLETING THE ACTIVITY

If completed correctly, players will receive a message in the game. They will also see their restoration progress increase to 100%.



ACTIVITY DISCUSSION: VATICAN OBELISK

- Where is the obelisk from? What color was the obelisk in 75AD?
- How does the VR headset allow us to better understand these cultural heritage sites?
- How does this activity showcase the importance of cooperation?


RESTORATION POINT
PETER'S TOMB

PETER IS HERE: AI FOR CULTURAL HERITAGE

INFORMATION ABOUT ST. PETER'S TOMB

DID YOU KNOW...

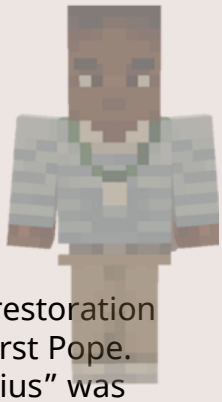
St. Peter's tomb, is located beneath the main altar in St. Peter's Basilica in Vatican City, one of the most sacred sites in Christianity. It is believed to be the burial place of St. Peter, the first leader of the early Christian Church. The tomb holds deep religious, historical, and cultural significance.





FUN FACTS

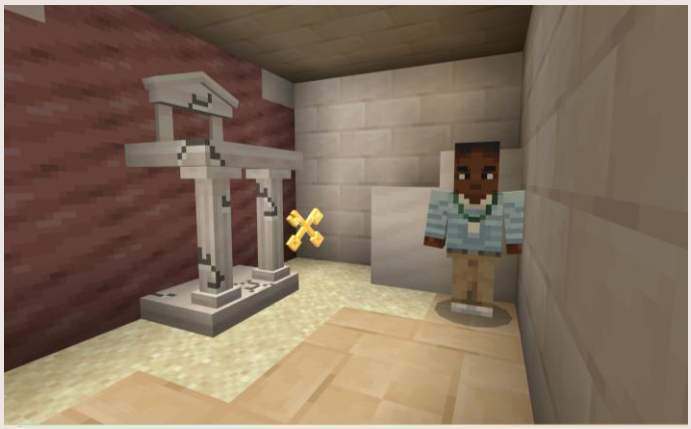
- The builders used simple bricks and plaster to create a simple marker for the original burial spot.
- The structure was built in the 2nd century AD, long before the Basilica was even planned.
- The “Trophy of Gaius” was used to mark the place where St. Peter was buried some 100 years after his death.
- Right below the plate (of the marker), the remains of St. Peter were found. This is why the Basilica was built in this location– to honor the first pope of the Catholic Church. A **pope** is the leader of the Roman Catholic Church and is the highest position in the Catholic religion. The pope serves as a spiritual guide for Catholics around the world.
- After the Edict of Milan, Emperor Constantine began to build St. Peter’s Church, excavating the necropolis and filling it with soil. St. Peter’s tomb was spared and remained undiscovered until the 1940s.
- There are still a lot of questions about this original structure. Even though it has been studied for years, there are still many unknowns.



ACTIVITY – ST. PETER'S TOMB

INTERACT WITH THE SUPERVISOR

Students should approach the supervisor (the NPC located by the restoration point). St. Peter's Tomb is the final resting place for St. Peter, the first Pope. The site remained undiscovered until the 1940s. The "Trophy of Gaius" was used to mark the place where St. Peter was buried 100 years after his death.



USE TOOLS TO CAPTURE INFORMATION

Students should use the camera, portfolio, and book & quill to document the obelisk in its current state. They should take pictures and write notes to help them remember which areas need repair.





AI BLOCK SCANNER – 400 AD

The supervisor will place the VR headset onto the player's head. They will now also have the AI block scanner placed into their hotbar. They will need to select each of the blocks (the game will provide them with their progress of how many blocks to be scanned).



ACTIVITY – ST. PETER'S TOMB

PLACE REPLICA BLOCKS

After scanning the blocks, students will be given the new replica blocks for the restoration task. They will need to match the new blocks to the correct location based on the original structure – this is why capturing images with the camera and portfolio will be important!





Blocks and the AI block retriever will be in their hotbar.

COMPLETING THE ACTIVITY

If completed correctly, players will receive a message in the game. They will also see their restoration progress increase to 100%.



ACTIVITY DISCUSSION: ST. PETER'S TOMB

- What original materials were used to build the marker?
- Why was the Basilica built in this location?
- How are historical figures honored? Why?


RESTORATION POINT
BALDACHIN

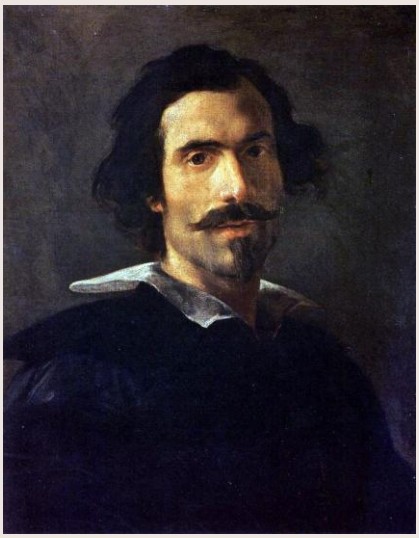
PETER IS HERE: AI FOR CULTURAL HERITAGE

INFORMATION ABOUT THE BALDACHIN

DID YOU KNOW...

The Baldachin, or Baldacchino, in St. Peter's Basilica is a magnificent bronze canopy that stands over the main altar and marks the location of St. Peter's tomb below. The word "Baldacchino" (or "Baldachin") comes from the Italian term for a ceremonial canopy, often used to signify honor and importance.





It was designed by the famous artist and architect Gian Lorenzo Bernini in 1624 and is one of the most iconic features of the basilica. The Baldachin is as tall as a six-story building. Despite its enormous weight, Bernini used spiral columns to make it seem like it's swirling upward, a perfect example of a Baroque-style grand illusion.

The Baroque style is an artistic movement that emerged in Europe during the late 16th century. Known for its dramatic, ornate, and exuberant qualities, Baroque art and architecture aimed to evoke emotion, awe, and a sense of grandeur.

FUN FACTS

- Legend claims part of the copper used to build the pillars comes from the ancient Roman Pantheon. Others say it was imported from Venice.
- The baldachin and its pillars are made of bronze, an alloy of copper and tin. This material is very durable but needs to be cleaned regularly to maintain its shine.
- Because the baldachin is comprisedd of numerous materials, its restoration requires the talent of a variety of artists and tradespeople.
- The twisted columns stand at about 40 feet (12 meters) and were cast in three sections. They are one of the more memorable aspects of St. Peter's Baldacchino.



ACTIVITY - THE BALDACHIN

INTERACT WITH THE SUPERVISOR

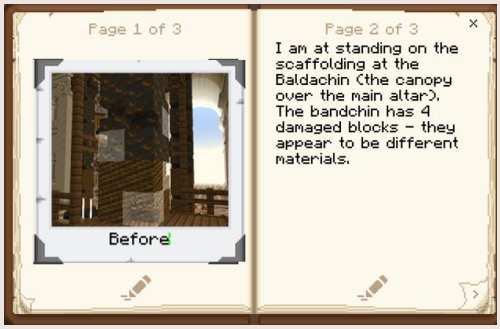
Students should approach the supervisor (the NPC located by the restoration point). When they interact with the Supervisor, they will be provided with instructions for their restoration task.



USE TOOLS TO CAPTURE INFORMATION

Students should use the camera, portfolio, and book & quill to document the obelisk in its current state. They should take pictures and write notes to help them remember which areas need repair.





AI BLOCK SCANNER - 1624 AD

The supervisor will place the VR headset onto the player's head. They will now also have the AI block scanner placed into their hotbar. They will need to select each of the blocks (the game will provide them with their progress of how many blocks to be scanned).



ACTIVITY – THE BALDACHIN

PLACE REPLICA BLOCKS

After scanning the blocks, students will be given the new replica blocks for the restoration task. They will need to match the new blocks to the correct location based on the original structure – this is why capturing images with the camera and portfolio will be important!





Blocks and the AI block retriever will be in their hotbar.

COMPLETING THE ACTIVITY

If completed correctly, players will receive a message in the game. They will also see their restoration progress increase to 100%.



ACTIVITY DISCUSSION: BALDACHIN

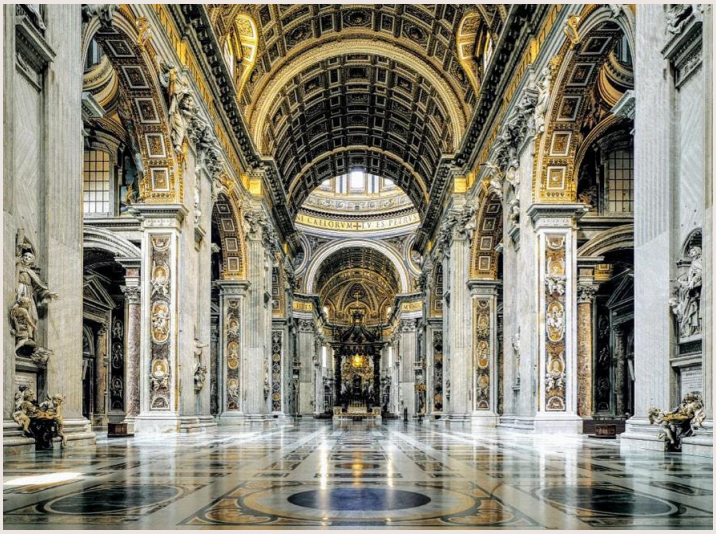
- What is a Baldachin? What famous artist is responsible for the construction of the Baldachin?
- What materials were used to build the Baldachin?
- How are STEM (Science, Technology, Engineering, Mathematics) skills used in preservation?


RESTORATION POINT
COLUMN IN THE MAIN NAVE

INFORMATION ABOUT THE COLUMN IN THE NAVE

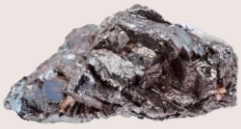
DID YOU KNOW...

The columns (or pillars) within the nave is an important feature of the cathedral. Designed by Bramante and Michelangelo, it is a monument to their vision of architectural grandeur!



FUN FACTS

- Certain parts of the pillar are made of Carrara marble. It is a beautiful type of marble used in decorative and sculptural details.
- The base of the pillar was made of travertine, a type of limestone. High-quality travertine was strong and durable, but expensive! It was used for supporting structure (like the base).
- Certain parts of the column are made of granite and is **spolia**, meaning it is stone that has been repurposed. The spolia in the Basilica was taken from older Roman buildings, such as the Colosseum.
- Part of the column has Corinthian pillars and are made of travertine and iron. If the iron corrodes, they can expand and crack the stone so it's important to carefully inspect and maintain the pillar.

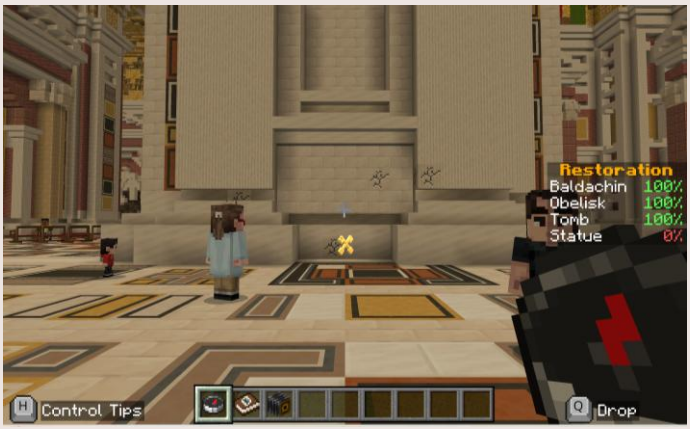
Carrara Marble	Travertine	Granite	Iron
			



ACTIVITY – COLUMN IN THE MAIN NAVE

INTERACT WITH THE SUPERVISOR

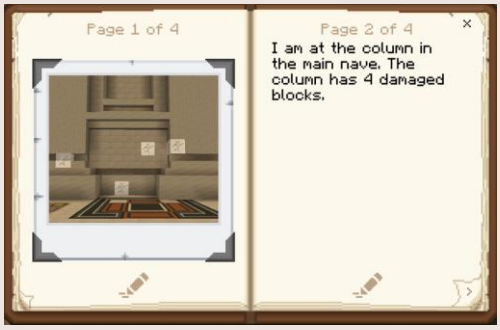
Students should approach the supervisor (the NPC located by the restoration point). When they interact with the Supervisor, they will be provided with instructions for their restoration task.



USE TOOLS TO CAPTURE INFORMATION

Students should use the camera, portfolio, and book & quill to document the obelisk in its current state. They should take pictures and write notes to help them remember which areas need repair.





AI BLOCK SCANNER – 1546 AD

The supervisor will place the VR headset onto the player's head. They will now also have the AI block scanner placed into their hotbar. They will need to select each of the blocks (the game will provide them with their progress of how many blocks to be scanned).



ACTIVITY – COLUMN IN THE MAIN NAVE

PLACE REPLICA BLOCKS

After scanning the blocks, students will be given the new replica blocks for the restoration task. They will need to match the new blocks to the correct location based on the original structure – this is why capturing images with the camera and portfolio will be important!





Blocks and the AI block retriever will be in their hotbar.

COMPLETING THE ACTIVITY

If completed correctly, players will receive a message in the game. They will also see their restoration progress increase to 100%. Once the last restoration point is completed, students will view the final cinematic to finish the story of St. Peter's remains.



ACTIVITY DISCUSSION: COLUMN IN THE MAIN NAVE

- What types of building materials can be found in the column?
- How are building materials selected? (Think about function, price, durability, etc.)
- What building materials are commonly used now?

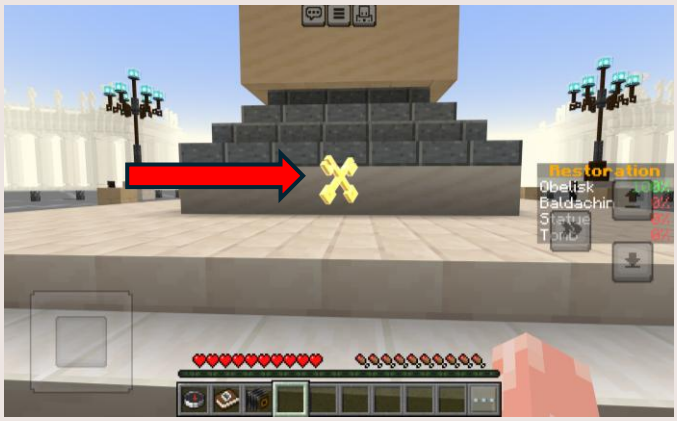
EXTEND THE LEARNING

ADDITIONAL AREAS FOR EXPLORATION

Besides the four restoration points, there are other areas of interest throughout St. Peter's Basilica and its surrounding areas. Students should use the Fast Compass to get to these locations quickly. There are other fascinating architectural marvels and stunning artwork to learn about!

SCAVENGER HUNT

Throughout the Minecraft map, students will encounter **collectibles**. Students should look for the key symbol.



They should approach the key symbol and when they are in adequate range, the game will recognize that they have found a collectible. The game will track their progress – there are 10 collectibles in total. If they collect all 10 collectibles, a special area of St. Peter's Basilica will be unlocked!



COLLECTIBLES AND THEIR LOCATIONS

Vatican Obelisk



The obelisk is a tall, pointy tower from Egypt that welcomes pilgrims and tourists from all over the world.

St. Peter's Tomb

St. Peter's Tomb is the final resting place of St. Peter, the first Pope of the Catholic Church. It is a landmark of great cultural and historic value.



St. Peter's Baldachin



The Baldachin, designed by Bernini, is a big and decorated canopy roof above the main altar and tomb of St. Peter.

Column in the Main Nave

The column is an important feature of the cathedral. It was designed by Bramante and Michelangelo.



Chair of St. Peter



The bronze seat contains an old wooden chair inside, which many say belonged to St. Peter.

Holy Door

This is the Vatican's scared Jubilee entrance; the door is sealed off most of the time, only opening for a Jubilee year.



Choir Chapel



This chapel houses the Virgin Immaculate, by Pietro Bianchi. Mary has a halo of stars around her head. They used real gold for the stars.

Blessed Sacrament Chapel

This chapel was designed by Gian Lorenzo Bernini with spiral columns and angels, which appear to hold it suspended in the air.



Vatican Grottoes



This section contains remnants of St. Peter's first church, built by Emperor Constantine about 1,700 years ago.

Vatican Necropolis

This is the entrance to the Vatican's Necropolis. This 1st century burial site is filled with brightly decorated tombs.




LESSON REVIEW

LESSON REVIEW

COMPLETION OF THE ACTIVITIES

Once students have finished the restoration tasks in all four activities, they will have successfully completed the game. They will be transported back to the Restoration Room. They will be given the opportunity to explore further or to conclude their game play.



They will receive a certificate of completion for their hard work upon exiting the game.

REFLECTION QUESTIONS

Gather the students back together to reflect on their experience with the following discussion questions:

- What were the four restoration points we learned about in this game? What is their historical significance?
- How can we use technology to protect artifacts/structures so that people around the world can see it, even if they can't travel to it?
- What places are in your community that are part of your cultural heritage? What do these places represent? Why are these places important to you and the community at large?
- How could technology be used to preserve your cultural heritage?
- Why is it important to work together to preserve cultural heritage sites?


STUDENT PROJECT

STUDENT PROJECT

CREATIVE REFLECTION ON PRESERVATION

Students will have the option to complete a project to showcase their journey through St. Peter's Basilica and its surrounding areas. They will reflect on the important work of the Sanpietrini and how their work has evolved over time. They will also consider the new information they have learned, the importance of cooperation in preservation, and how technology supports these efforts.

PROJECT OPTIONS

Creative Journal Entry	Students create a "journal" entry that includes: • A drawing or printed screenshot of their restoration. • A paragraph describing what they restored and why it's important. • A short reflection on the importance of cooperation and teamwork in preservation.
Digital Presentation	Students create a digital presentation that includes: • Slide 1: Title and introduction to their role as a Vatican Conservator (Sampietrini) • Slide 2: Description of the artifact they restored, with an image or drawing. • Slide 3: Reflection on how using Minecraft helped them understand preservation and why teamwork was essential.
Poster or Infographic	Students create a poster or infographic showcasing: • Their favorite part of the basilica and why it needs preserving • Images or drawings of the restoration • Captions on the value of cooperation, sustainability, and technology

PROJECT RUBRIC

NAME: _____

ASSESSMENT CRITERIA

	Excellent	Good	Needs Improvement
Artifact Restoration	Detailed and thoughtful, showing deep understanding	Accurate with some details	Lacks accuracy and/or understanding
Reflection on Cooperation	Insightful reflection on teamwork's importance	Basic reflection on cooperation	Minimal reflection or unclear
Creativity	Very creative, neat, and engaging	Clear and organized	Disorganized or lacks creativity

COMMENTS

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