

# THE ZOO



## Description:

The project has six stages. The below is a high-level overview of the six stages, more detailed lesson support for each stage is also available.

Learners will collaborate on building a new zoo for their village.

They will research zoos and recall prior knowledge of their visit to a zoo.

Learners will decide which animal enclosure they want to build. They will use various ways to collect information about their chosen animal.

The zoo will be built in one collaborative world. Learners will present information about their animals using boards.

Learners will create a poster to advertise their zoo / Learners will write a diary of their day at the zoo.

## 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

- **Humanities**
- **Expressive Arts**
- **Languages, Literacy and Communication**

## Cross Curricular Skills

- **Literacy**
- **DCF**
- **LNF**



## Learning Objectives covered

## Learning, practice, and activities

### Stage 1: Zoo Research

Learners will choose a zoo to research. This could be a local zoo or a zoo they have visited.

#### Learning Objectives

- To recall prior knowledge about zoos
- To use a range of sources to collect information about zoos

#### Lesson elements:

- Introduce task
- Learners start researching and collecting information about chosen zoos
- Learners choose how they will present this information. All work to be saved in their individual folders in Teams

## Learning Objectives covered

## Learning, practice, and activities

### Stage 2: Animal Research

Learners will decide which animal enclosure they want to build. They will use various ways to collect information about their chosen animal.

#### Learning Objectives

- To collect information about zoos
- Share information through digital platforms
- Create a plan of the enclosure

#### Lesson elements:

- Learners will research chosen animal
- Learners to complete a PowerPoint presentation about their chosen animal and include a plan for the enclosure. This task will be in an 'Assignment' in Teams
- Learners will share their findings and ideas with peers – using conversation panel in Teams



Learning Objectives covered	Learning, practice, and activities
-----------------------------	------------------------------------

### Stage 3: Building

Teacher will set up a world, including rules on a board. Teacher will use border blocks on perimeter of zoo. Learners will be given a time when to join the world and commence building.

#### Learning Objectives

- To set rules for collaborative build
- To work collaboratively to build the zoo

#### Lesson elements:

- Learners will work together with the teacher to set rules for the collaborative build
- Learners will join the teacher's world and use their plan to build their enclosure
- Learners will share information using boards or signs

Learning Objectives covered	Learning, practice, and activities
-----------------------------	------------------------------------

### Stage 4: Video Walkthrough

Learners will describe their enclosure and present information about their animal. They will use Flipgrid and the screen record feature to do this.

#### Learning Objectives

- Create a walkthrough video to describe their enclosure
- Respond to another learner's video and provide feedback

#### Lesson elements:

- Learners will use Flipgrid to record a walkthrough of their enclosure in the zoo
- Learners will feedback on their peers' video walkthrough



## Learning Objectives covered

## Learning, practice, and activities

### Stage 5: Poster

Learners will create a persuasive poster to advertise their zoo.

#### Learning Objectives

- To use persuasive language
- To present information
- Create a poster to advertise their zoo

#### Lesson elements:

- Learners will write a persuasive poster to advertise their zoo in an Assignment in Teams

## Learning Objectives covered

## Learning, practice, and activities

### Stage 6: A day at the zoo

Learners will use Camera and Book & Quill to write a dairy of their day at the zoo.

#### Learning Objectives

- To use book & quill to write a diary of their day at the zoo
- To export book & quill to Teams

#### Lesson elements:

- Learners will visit their completed zoo. They will spend a 'day' in the zoo. They can explore the different enclosures and learn about the animals. As they spend time in the zoo, they will take photos using the camera and write a diary using the book and quill
- Learners will sign and export their diary and upload into their personal file in Teams

