



MINECRAFT

EDUCATION EDITION

CURRICULUM ALIGNMENT GUIDE

NATIONAL CURRICULUM IN ENGLAND

HUMANITIES PROGRAMMES OF STUDY (KEY STAGE 2)

Introduction

Minecraft: Education Edition is an open-world game that promotes creativity, collaboration, and problem-solving in an immersive environment where the only limit is your imagination. As a game-based learning platform, Minecraft offers educators a transformative way to engage students and ignite their passion for learning. Teachers from around the world are using Minecraft in their classroom to successfully:

- Increase Student Engagement,
- Facilitate Classroom Collaboration
- Provide opportunities for Creative Exploration
- Connect Learning to Tangible Outcomes

This alignment guide will provide you with links to activities you can use in your classroom. These activities take full advantage of Minecraft's capabilities to complement and enhance classroom teaching. In this guide, you will find a list of applicable standards along with links and descriptions of Minecraft activities that focus on each objective.



For more information on using Minecraft in your classroom or to find additional education resources and training materials, visit us online.

[EDUCATION.MINECRAFT.NET](https://education.minecraft.net)



GEOGRAPHY

KEY STAGE 2

YEARS 3, 4, 5 AND 6 PROGRAMME OF STUDY

Pupils should extend their knowledge and understanding beyond the local area to include the United Kingdom and Europe, North and South America. This will include the location and characteristics of a range of the world's most significant human and physical features. They should develop their use of geographical knowledge, understanding and skills to enhance their locational and place knowledge.

Pupils should be taught to:

HUMAN AND PHYSICAL GEOGRAPHY

ATTAINMENT TARGET	ACTIVITY
Describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle.	<p>VOLCANOES Discovering a Stratovolcano Students solve tasks to learn more about stratovolcanoes.</p> <p>Volcano Park In this lesson, students learn how to differentiate the types of volcanism.</p> <p>BIOMES World Biomes Students explore the flora and fauna in different biomes.</p> <p>WATER CYCLE Let it Rain! Water Cycle Students recreate and represent the different stages of the water cycle in Minecraft.</p>
Describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.	<p>City World Students work collaboratively to build a settlement (Town, Hamlet, City) in Minecraft.</p>



HISTORY

KEY STAGE 2

YEARS 3, 4, 5 AND 6 PROGRAMME OF STUDY

Pupils should continue to develop a chronologically secure knowledge and understanding of British, local and world history, establishing clear narratives within and across the periods they study. They should note connections, contrasts and trends over time and develop the appropriate use of historical terms. They should regularly address and sometimes devise historically valid questions about change, cause, similarity and difference, and significance. They should construct informed responses that involve thoughtful selection and organisation of relevant historical information. They should understand how our knowledge of the past is constructed from a range of sources.

In planning to ensure the progression described above through teaching the British, local and world history outlined below, teachers should combine overview and depth studies to help pupils understand both the long arc of development and the complexity of specific aspects of the content.

Pupils should be taught about:

ATTAINMENT TARGET	ACTIVITY
Changes in Britain from the Stone Age to the Iron Age.	Neolithic Revolution Learn more about one of the most exciting times for mankind, when man transitioned from hunter/gatherers to village life.
The Roman Empire and its impact on Britain.	Roman Baths Students explore the Roman baths of Bath, UK and the temple of Silus Minerva as they were originally designed.
A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066.	WORLD WAR I Exploring World War I Use these five lessons and Minecraft world to help study World War I in your classroom. Lessons cover the causes of war, communication, strategy, and remembrance.
The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty of Ancient China.	ANCIENT EGYPT Exploring Ancient Egypt Enter the world of Ancient Egypt and interact with one of the earliest world powers, learning about its fascinating geography, advanced economy, governing structure, iconic architecture, and unique culture.
A non-European society that provides contrasts with British history – one study chosen from: early Islamic civilization, including a study of Baghdad c. AD 900; Mayan civilization c. AD 900; Benin (West Africa) c. AD 900-1300.	The Round City of Baghdad In this lesson, students explore the fabled 8th century round city of Baghdad.

