

Build a shelter inspired by *Minecraft: The Island* by Max Brooks in this build challenge, offered in partnership with Random House and supported by the National Literacy Trust.

The curriculum link guidance and lesson ideas below support [League of Literacy](#), a new series of **Minecraft: Education Edition** build challenges. These challenges are designed to encourage students' love of reading, enhance comprehension, and support teachers with learning content and programming.

Curriculum Links

As part of the League of Literacy students will:

Upper Key Stage 2

English – reading:

Maintain positive attitudes to reading and an understanding of what they read by:

- continuing to read and discuss an increasingly wide range of fiction, poetry, plays, non-fiction and reference books or textbooks
- increasing their familiarity with a wide range of books, including myths, legends and traditional stories, modern fiction, fiction from our literary heritage, and books from other cultures and traditions

Understand what they read by:

- drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
- summarising the main ideas drawn from more than one paragraph, identifying key details that support the main ideas

English – speaking and listening:

Give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings

Key Stage 3:

English – reading:

Develop an appreciation and love of reading, and read increasingly challenging material independently through:

- reading a wide range of fiction and non-fiction, including in particular whole books, short stories, poems and plays with a wide coverage of genres, historical periods, forms and authors

Understand increasingly challenging texts through:

- Making inferences and referring to evidence in the text

Read critically through:

- studying setting, plot, and characterisation, and the effects of these

English – speaking and listening:

- giving short speeches and presentations, expressing their own ideas and keeping to the point

Lesson ideas

Here is a selection of writing and reading response ideas to help you when including the League of Literacy in your lessons:

Island survival: Create an island survival pack - what would you need to survive if you were stranded on a deserted island?

Sense-scape: Using the description in the text, draw the scene of the strange, new island when the character first arrives. Create a 'sense-scape' of the island - labelling the scene with the sights, sounds, smells and tastes that the protagonist experiences on the island. Add thought bubbles to show what the character is thinking and feeling as he arrives on the strange island.

Exploring the Minecraft world: Explore some images of Minecraft islands to help pupils to imagine the world that the protagonist is confronted with. What are the differences between the 'human' world and the 'Minecraft' world? Explore and infer the character's feelings in chapter 3 of the text as he realises the challenge that lies in front of him and tries to remember his previous life.

Message in a bottle: Write in role as the protagonist, sending a letter into the ocean to ask for help. Describe the island to help others locate him and describe the challenges he is facing.

"Panic drowns thought": Explore the idea of mantras and how personal mantras can be used to promote positive thinking. What do you think the protagonist means when he repeats this mantra to himself? How does he use this mantra to motivate himself? Does it help him? What would your mantra be?

How to... survive Minecraft: the island: On page 42, the protagonist says: "I gotta turn this island into a comfort zone, a safe space..." Explore ways that he could do this. What does he need on the island? How can he make it habitable and safe? Create a how-to survival guide. These ideas could form the basis of the pupils' ideas for their Minecraft creations.

Setting description: Once pupils have finished their build, write a setting description, focusing on the senses: What can you see? What can you hear? What can you feel? What can you taste? What can you smell?