Teaching Guide

Minecraft: Hunter-Gatherers

Use this guide in conjunction with the Egypt world in Minecraft.

Unit Overview

Students will explore a cave and the area where hunter-gatherers lived.

Estimated time per lesson: 45–60 min

Unit objectives

- Explain that early humans were nomadic hunter-gatherers and cave dwellers.
- Describe characteristics of hunter-gathers.
- List examples of ways early humans used and adapted to their environment.
- Describe the importance of the human discovery of fire and its uses.
- Example the main reasons for human migrants at the end of the Ice Age.
- Explain the significance of cave art.
- Analyze prehistoric art for information on the lives or beliefs of Stone Age humans.

Unit assessment: Students will use their in-game portfolio and camera to document certain activities. Search “how to export a portfolio in minecraft” to learn how to export a portfolio from Minecraft.

The questions provided in this guide can also be used to assess students’ growth toward the unit objectives.

Lesson 1

Lesson goals

- Find out how hunter-gatherers lived by experiencing a hunter-gatherer lifestyle.
- Collect items they need to survive.
- Learn why hunters needed to migrate.

Materials

- Egypt world
- camera and portfolio (in game)

Vocabulary

- gatherer
- hunter
- migrate
- nomad
- prehistory

Activities

1. **Foraging:** Hunter-gatherers had to find or kill their own food and make everything they had. Ask students to brainstorm what food they could find if they had to find food outside near their home or school (if possible and safe, challenge students to try to find food outside). There are many items they probably didn’t know were edible, such as dandelions. Search “foraging” to learn more about the topic.
2. **Minecraft game play:** Have students log in to Minecraft and start the world.

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a. Students will gather items, such as sticks and stones, and use those items to create tools. For clothing, students will need to find and kill animals, and then create clothes from the hides. Students will also need to create a shelter and make a fire. Students will take pictures of the final outcomes of shelter, tools, clothes, and fire for their portfolio.
b. Students will gather food from animals and wild sources.

Questions

1. Due to migration, what type of shelter would have been difficult for early humans to have?
2. How would you describe early humans?
3. What types of food did hunter-gathers eat?
4. Is this statement true or false? During the Stone Age, people invented tools such as daggers, spear points, and hand axes, and made them mostly out of stone.
5. Why did early humans migrate to new places?

Lesson 2

Lesson goals

- Learn about cave painting and its significance.

Materials

- virtual tour of Lascaux cave (teacher provided)
- Egypt world
- camera and portfolio (in game)

Vocabulary

- cave art

Activities

1. **Virtual cave tour:** Find a virtual tour of the Lascaux cave. Have students take the tour and take a snip of their favorite part of the cave. Share and discuss students' snips.
2. **Minecraft game play:** Students will explore a cave. Students will take pictures of the cave art for their portfolio. They will write captions for the pictures.

Questions

1. Describe early cave paintings.
2. Is this statement true or false? The Lascaux cave paintings seem to indicate that there was an abundance of large game animals during prehistoric times.
3. Is this statement true or false? The Lascaux cave is one of several places around the world where people made paintings on cave walls.
4. What have historians concluded from studying early cave paintings?

Optional Extension Activities

- Watch a video about Ötzi the Iceman.
- Have small groups research and present about recent excavations of prehistoric animals.

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