Lesson Support for Stage 5: Plan a 3D roundhouse

Lesson Duration:
Approx. 2[i]+ hours

Learning Objectives:	▪ To use persistence and creative skills ▪ Create a detailed plan of a Celtic roundhouse to facilitate a Minecraft: Education Edition build
Areas of Learning and Experience:	The steps within this stage offers opportunities to develop: ▪ **Humanities –** o Enquiry, exploration and investigation inspire curiosity about the world, its past, present and future o Human societies are complex and diverse, and shaped by human actions and beliefs
Cross-curricular skills:	The steps within this stage offers opportunities to develop: ▪ **Numeracy -** Developing numeracy skills in real-world contexts ▪ **LNF –** o **Speaking**: Collaborative talk ▪ **DCF –** o **Producing**: Sourcing, searching and planning digital content
Guiding Ideas / Possible questions to ask:	How are you going to make the circular shape with blocks? How are you going to construct the roof? What colours will you use? How will you ensure the smoke from the fire can leave the roundhouse?

Introduction / Starter

Inform the learners that they will be creating a Celtic roundhouse in Minecraft: Education Edition in groups of two or three.

However, before they do this, they must make a 2D plan to inform their build. Remind them of the drawings they produced in Stage 1 and the setting descriptions they produced in Stage 2.

Learner Activities	Differentiation	Achievement outcomes
Step one		
Ask the learners to get into small groups of three or four to start to plan their Celtic roundhouse build. Ask the learners to review their research, drawings and setting description and use as a guide to what they are going to plan to build.	Mixed ability groups to support each other with teacher guidance if needed.	

Assessment Opportunities

- Are the learners able to effectively share the information they have gathered with each other?

Step two

Ask the learners to create a plan for their build. However, first discuss what is needed on a plan i.e. ▪ Shape / Form of the structure ▪ Space / Perspective ▪ Proportion / Scale ▪ Materials i.e. Block type, colour, surface Learners should then draw a plan for the build using graph or squared paper. Planning the size and resources (blocks etc.) to be used. Ensuring it is big enough for access and includes all the facilities needed. Learners should consider the scale to be used for their plan e.g. 1 square will represent 1m2 (1 block in Minecraft: Education Edition = 1m3) or they could use 1 square to represent 10m2 etc. Discuss how many Minecraft: Education Edition blocks would you need to build each shape? Encourage the learners to use coloured pencils to identify the various Blocks they intend to use. Also, to label their plan indicating features and materials to be used. Remind the learners to keep the building to scale as they did in the previous stage.	Mixed ability groups to support each other with teacher guidance if needed.	▪ To create a detailed plan for their Minecraft: Education Edition build

Assessment Opportunities

- Accuracy of scale of drawing i.e. 1 square equal 1m2 etc.
- Are the learners able to work collaboratively to create a plan for their build?
- Can learners work together to create a shared plan, using appropriate tools (making substantive decisions to shape the content and process)?

Step three

Ask the learners to discuss in their groups their strengths e.g. who builds what better. Inform the learners that they have a shared responsibility for this build – they must collectively own the build. Encourage the learners to consider the process of the build and plan what they will do, when to do it, what tools they will use, or the roles and responsibilities of the team members. Reinforce to the learners that they should consider the build process step by step and assigned roles accordingly. Highlight, they have group accountability so they must negotiate and agree on the process, design and conclusion of their build.	Learners consider own strengths to assign appropriate roles within the group.	

Assessment Opportunities

- Are the learners able to work collaboratively to negotiate and agree on the process, design and conclusion of their build?

Step four

Ask the learners to create a success criteria for their build.	Mixed ability groups to support each other, with teacher guidance when necessary.	▪ To create a success criteria

Assessment Opportunities

- Are learners able to create a feasible success criteria based on the group's aptitude and ability?

Plenary

Ask the learners the questions below:

- How effectively did you work as a group / team?
- Are there any issues to consider?

Key Vocabulary:

- Collaboration
- Plan
- Design
- Teamwork
- Perseverance
- Accuracy
- Evaluate
- Reflect

Resources / Supporting files:

- Minecraft: Education Edition
- Graph or squared paper
- Coloured pencils

[i] **The steps detailed in this lesson plan could be split over a number of lessons, rather than one long lesson if preferred.**