Stage 6: Build a 3D roundhouse

Lesson Duration: Approx. 3[i] hours

Learning Objectives:	▪ To work collaboratively to build a Celtic roundhouse within Minecraft: Education Edition
Areas of Learning and Experience:	The steps within this stage offers opportunities to develop: ▪ **Humanities –** ○ Enquiry, exploration and investigation inspire curiosity about the world, its past, present and future ○ 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: ▪ **Literacy** - Developing oracy through discussion, listening to and debating different viewpoints ▪ **LNF –** ○ **Speaking**: Collaborative talk ▪ **DCF –** ○ **Producing:** Creating digital content ○ **Interacting and Collaborating**: Storing and sharing
Guiding Ideas / Possible questions to ask:	Remind groups to refer to their success criteria and plans throughout the lesson. Use the most appropriate blocks for the required materials. How can your team work most effectively, to complete the build?

Introduction / Starter

Recap on success criteria and plans, reminding learners to refer to these and monitor progress to ensure their build is on track.

Remind learners of expectations of behaviour during the build, e.g. staying in your group's area.

Ensure groups have allocated tasks and that each learner is aware of their role, emphasising the group's responsibility for completing their feature.

Learner Activities	Differentiation	Achievement outcomes
Step one		
Ensure that there is a discussion and review of world settings e.g. flat/infinite, survival/creative and naming their world. Inform the learners that in each group only **one** learner from the group will be required to setup a Minecraft world. The learner will 'host' this world and share the password with the rest of the group.	Mixed ability groups to support each other with teacher guidance if necessary.	▪ A shared Minecraft: Education Edition world hosted
Assessment Opportunities		
▪ Are learners able to set up a world and consider different world settings? ▪ Are learners able to host and share a world successfully?		
Step two		
Option* As learners work collaboratively to build their Celtic roundhouse, encourage the more able of them to use the Code Builder and Agent to facilitate certain aspects of the groups build.	Mixed ability groups to support each other with teacher guidance if necessary.	▪ To collaboratively build a landmark in Minecraft: Education Edition
Assessment Opportunities		
▪ Are the learners able to work collaboratively and solve problems as a team? ▪ Are some learners able to write code to facilitate aspects of the build?		

Step three

Remind the learners to check their success criteria and plans to ensure builds are on schedule and all group member are on task. Groups to complete their builds.	Mixed ability groups to support each other.	▪ To stick to a plan and check progress against the Success Criteria

Assessment Opportunities

- Are learners able to use their success criteria and plans to build?
- Are all members on task?

Step four

Ask the learners to evaluate their build. Encourage them to discuss the various stages of their planning and building journey with the rest of the class.	Question prompts from the teacher.	▪ To evaluate their work

Assessment Opportunities

- Were learners able to overcome challenges?
- Can learners articulate how they did this?

Plenary

Ask the learners the questions below:

- How effectively did you work as a group / team?
- Are there any issues to consider?
- What was the hardest part of the build?
- Did you need to use perseverance at any stage?
- Does your build match your drawing and setting description?
- Do you think you achieved what you set out to create?
- Did you have to make any changes? If so, what and why?
- What would you do differently next time?
- Does your build look like the plan you created?

Key Vocabulary:

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

Resources / Supporting files:

- Minecraft: Education Edition

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