Hwb®

THE CELTIC ROUNDHOUSE



MINECRAFT EDUCATION EDITION

Description:

This SoW is designed to help learners understand how the Celts used to live and understand what a roundhouse would be like, to give them an idea of the daily life of a Celt in Wales.

It covers a range of skills including Descriptive Writing, Estimation and Measurement, Producing and Collaborating using Minecraft: Education Edition as well as Oracy and opportunities for outdoor learning.

It culminates in the learners creating a Minecraft roundhouse, using the information they have gathered in the previous four lessons.

Overarching Statement

This Minecraft: Education Edition project has been developed to enrich the delivery of the Curriculum for Wales. Although specific **Areas of Learning and Experience (AoLE)** have been identified in this scheme of work (SoW) these are **not** prescriptive, but the authors interpretation. Educators should interpret this SoW and lesson support documentation and apply accordingly to the relevant age groups in terms of breadth and depth of application (and considering any other relevant AOLEs).

Within the Lesson support documents, details of the **Statements of what matters** associated to the relevant **AoLE** are explicitly detailed, along with appropriate referencing of the cross-curricular skills: literacy, numeracy and digital competence. Where appropriate references have also been given to the Digital Competence Framework (**DCF**) and National Literacy and Numeracy Framework (**LNF**).

At the heart of the Hwb Minecraft: Education Edition projects is the development of the four core purposes of Curriculum for Wales and the underpinning integral skills of **Creativity and innovation**, **Critical thinking and problem-solving**, **Personal effectiveness** and **Planning and organising**. Thus, providing a holistic integrated 21st Century curriculum to inspire the youth of Wales to be innovative contributors to their communities by embracing our nation's culture, geography, history, language and sense of belonging.

Area of Learning and Experience

- **Humanities**
- **Expressive Arts**
- **Language, Literacy and Communication**
- **Mathematics and Numeracy**

Cross-Curricular Skills

- **Literacy**
- **Numeracy**
- **LNF**
- **DCF**

Learning Objectives covered

Learning, practice, and activities

Stage 1: Understanding a Roundhouse

After studying various texts and pictures of roundhouses, learners recreate their own by drawing the outside and inside of a roundhouse

Learning Objectives

- To understand how Celts used to live during this time period
- To understand how a Celtic Roundhouse was made
- To accurately recreate a drawing of a Celtic roundhouse and label accurately

Lesson elements:

- Learners study roundhouses from various sources – internet, library books
- Learners sketch the outside of a roundhouse paying close attention to the detail of the overhanging roof
- Learners create a floorplan showing what will be inside a Celtic round house

Learning Objectives covered

Learning, practice, and activities

Stage 2: Describing a Setting

Learners produce a setting description of both inside and outside a Celtic roundhouse with the use of figurative language to make writing lively and exciting.

Learning Objectives

- To produce a descriptive piece of writing
- To use figurative language accurately

Lesson elements:

- Describe outside of the roundhouse in detail using all senses
- Describe inside of the roundhouse in detail using all senses



Learning Objectives covered

Learning, practice, and activities

Stage 3: Interviewing a Celt

Learners answer questions about their roundhouse in an interview style format.

Learning Objectives

- To understand the Celtic way of life

Lesson elements:

- Scan Flipgrid QR code
- Ask questions about the roundhouse and how the Celt feels about their property
- Reply function on Flipgrid answering the questions posed by a partner

Learning Objectives covered

Learning, practice, and activities

Stage 4: Estimating and Checking

Learners estimate 5m in length in the school yard with chalk and then measure to see how close they were. When accurately established 5m – draw a circle to create an accurately sized roundhouse. Learners then draw items the Celts would need in their roundhouse.

Learning Objectives

- To estimate and measure accurately

Lesson elements:

- Estimate 5m and check with ruler
- When accurate, draw a circle of 5m diameter with chalk
- Fill roundhouse with items Celts would have used in their everyday life and label appropriately



Learning Objectives covered

Learning, practice, and activities

Stage 5: Plan a 3D roundhouse

Learners will create a 2D plan to inform their 3D build in Minecraft: Education Edition of a roundhouse using their knowledge from previous lessons to produce this accurately.

Learners will need to determine the size and dimensions (height, length, width) of their roundhouse. Then, through drawing on grid paper and group discussions, create a scale plan of their building.

Learners will need to decide: what one block will equate to, estimate the number of blocks that will be used, the type of blocks to be used etc.

Learning Objectives

- To use persistence and creative skills
- Create a detailed plan of a Celtic roundhouse to facilitate a Minecraft: Education Edition build

Lesson elements:

Create an accurate plan of a Celtic Roundhouse to guide the build in Minecraft: Education Edition by:

- Learners will create a plan of their build and draw to an accurate scale in Minecraft: Education Edition, e.g. 1 block = $1m^3$
- Creation of a success criteria for their group build



Learning Objectives covered

Learning, practice, and activities

Stage 6: Build a 3D roundhouse

Learners use Minecraft: Education Edition to create a roundhouse using their knowledge from previous lessons and their 2D plan to produce this accurately.

Learning Objectives

- To work collaboratively to build a Celtic roundhouse within Minecraft: Education Edition

Lesson elements:

Create an accurate depiction of a Celtic Roundhouse in Minecraft: Education Edition by:

- Learners will set up a world in their groups
- They will start building their Celtic roundhouse using their plans
- Check progress against plans and success criteria
- Evaluate build

