Hwb®

TIME CAPSULE



MINECRAFT EDUCATION EDITION

Description:

Learners will conduct research to produce a time capsule, including different objects, places or people, to represent a particular 'moment in time'.

This scheme of work could be adapted to suit any topic or theme. It could be based around a person, a particular place or time period.

Learners will research their chosen topic and use this research to identify the key features or themes to be re-created in Minecraft: Education Edition.

They will use other tools such as Office 365 to create information texts to explain their choices and can use Minecraft: Education Edition features such as signs and NPCs to link to this information. At the end of the project, learners will explore the shared world and the builds made by other groups and access the supporting information via the NPCs.

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**
- **Language, Literacy and Communication**

Cross-Curricular Skills

- **Literacy**
- **Numeracy**
- **Digital competence**
- **DCF**

Learning Objectives covered

Learning, practice, and activities

Stage 1: Research

Learners will decide on an area to focus their project. This could link to a school topic or theme, for example a period in time such as the Romans or Ancient Egyptians.

It could also be about a specific country or place. It could also link to the study of a famous person.

Learners will identify three important or memorable items (objects, places or events) to recreate in their 'time capsule' world in Minecraft: Education Edition. They will research this item in depth.

Learning Objectives

- To decide on an area of focus
- To use strategies for research
- To use different methods of collecting information

Lesson elements:

- Decide what they want to find out more about
- Plan where to get information from
- Gather information from different sources

Learning Objectives covered | Learning, practice, and activities

Stage 2: Plan & Building item one – Object

From the research the learners have carried out they will:

- Produce an information document using their chosen program from Office 365, such as Word, Sway or PowerPoint
- Create a plan, success criteria and build schedule

Depending on the age and ability of learners, the steps detailed in the lesson plan could be split over a number of lessons, rather than one long lesson e.g.
1) Creation of information document
2) Plan, schedule and success criteria
3) Build

Learning Objectives

- To produce an information document
- To create a success criteria
- To create a plan and build schedule
- To follow a plan to build accurately within Minecraft: Education Edition

Lesson elements:

- Produce an information document about chosen item
- Create a success criteria for the information document
- Create a success criteria for the build
- Create a plan and build schedule for their work
- Build chosen item within Minecraft: Education Edition



Learning Objectives covered

Learning, practice, and activities

Stage 3: Plan & Building item two – Place

Learners will use research they have collected to:

- Produce an information document using their chosen program from Office 365, such as Word, Sway or PowerPoint
- Create a plan, success criteria and build schedule

Depending on the age and ability of learners, the steps detailed in the lesson plan could be split over a number of lessons, rather than one long lesson e.g.
1) Creation of information document
2) Plan, schedule and success criteria
3) Build

Learning Objectives

- To produce an information document
- To create a success criteria
- To create a plan and build schedule
- To follow a plan to build accurately within Minecraft: Education Edition

Lesson elements:

- Produce an information document about chosen item
- Create a success criteria for the information document
- Create a success criteria for the build
- Create a plan and build schedule for their work
- Build chosen item within Minecraft: Education Edition



Learning Objectives covered | Learning, practice, and activities

Stage 4: Plan & Building item three – Event

From the research the learners have carried out they will:

- Produce an information document using their chosen program from Office 365, such as Word, Sway or PowerPoint
- Create a plan, success criteria and build schedule

Depending on the age and ability of learners, the steps detailed in the lesson plan could be split over a number of lessons, rather than one long lesson e.g.
1) Creation of information document
2) Plan, schedule and success criteria
3) Build

Learning Objectives

- To produce an information document
- To create a success criteria
- To create a plan and build schedule
- To follow a plan to build accurately within Minecraft: Education Edition

Lesson elements:

- Produce an information document about chosen item
- Create a success criteria for the information document
- Create a success criteria for the build
- Create a plan and build schedule for their work
- Build chosen item within Minecraft: Education Edition



Learning Objectives covered | Learning, practice, and activities

Stage 5: Using advanced features to share information

Learners will finalise their 'time capsule' world by adding Non-Player Characters (NPCs) to provide links to their external documents providing more information about each item in their time capsule.

Learning Objectives

- Use Minecraft: Education Edition features (NPCs)

Lesson elements:

- Add NPCs including a link to the document(s)

Learning Objectives covered

Learning, practice, and activities

Stage 6: Evaluation and Reflection

Learners will have the opportunity to explore their Time Capsules and use different Minecraft: Education Edition features to evaluate the work.

Learners can evaluate their own world, using the book and quill to explain why they selected each feature, and how they feel it represents their topic.

Alternately, learners can visit another world and use the book and quill to record what they learnt about the features built by another learner.

Another option for this is for learners to record a video walkthrough, recording their thoughts orally.

Learning Objectives

- To explore and evaluate Time Capsules
- To record their thoughts using use Minecraft: Education Edition features (camera, book and quill, portfolio)

Lesson elements:

- Learners explore the Time Capsule
- Visit each feature and read the information
- Use the camera and book and quill to record their thoughts