Lesson Support for Stage 5: Using advanced features to share information

Lesson Duration:
Approx. 1 - 2 hours

Learning Objectives:	▪ To use Minecraft: Education Edition features (NPCs - Non-Playing Characters)
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 ▪ **Language, Literacy and Communication -** Expressing ourselves through languages is key to communication
Cross-curricular skills:	The steps within this stage offers opportunities to develop: ▪ **Literacy –** Accessing and exploring a range of texts from a variety of places and times to analyse evidence, to think critically, to infer meaning, and to evaluate interpretations and viewpoints ▪ **Digital competence** - Developing digital skills in areas such as the use of digital information systems, the use of digital sources ▪ **DCF –** ○ **Producing**: Sourcing, searching and planning digital content
Guiding Ideas / Possible questions to ask:	How did you present your information? What Minecraft: Education Edition features could you use to share your information?

Introduction / Starter

Explain to the learners that they now need to combine their information with their builds to complete their time capsules.

Demonstrate how to use an NPC to provide a link to an external document.

Learner Activities	Differentiation	Achievement outcomes
Step one		
Ask learners to self-assess their information documents that they created in the previous stages against their draft success criteria, ensuring that they contain all relevant information and making any necessary changes.	Support to construct success criteria if necessary. Show examples of information texts to focus ideas.	▪ Learners assess and edit their information documents against success criteria

Assessment Opportunities

- Can learners self-assess their work, making any necessary changes or improvements?
- Do learners have a good understanding of an information text and what it should include?

Step two		
Ask the learners to access their 'Time Capsule' world on Minecraft: Education Edition. Direct the learners to add an NPC linking to additional information near each of their builds.	Teacher or peer support if needed.	▪ Information document can be accessed through a link from the NPC in the Minecraft: Education Edition world

Assessment Opportunities

- Can learners find a way to share information in Minecraft: Education Edition, in particular linking to an outside document?

Step three

Encourage the learners to self-assess their completed time capsule, checking the NPC links work and ensuring that their document provides adequate information about their chosen topic. Ask learners if their builds require any additional information e.g. signs? Direct learners towards other tools such as posters and boards as a way to provide any additional information as necessary.	Teacher or peer support if needed.	▪ Learners evaluate their time capsule in Minecraft: Education Edition

Assessment Opportunities

- Can learners self-assess their work, making any necessary changes or improvements?
- Can learners use any additional Minecraft: Education Edition features?

Plenary

Ask the learners the questions below:

- Have you achieved your success criteria?
- Is your information ready to share?
- Did you need to make any changes?

Key Vocabulary:

- Create
- Evaluate
- URL
- NPC (non-playing character)

Resources / Supporting files:

- Access to documents crated in other stages
- Devices with Minecraft: Education Edition installed