Lesson Support for Stage 6: Evaluation and Reflection

Lesson Duration:
Approx. 1-2 hours

Learning Objectives:	▪ To explore and evaluate completed Time Capsules ▪ Record their thoughts using Minecraft: Education Edition features (camera, book and quill, portfolio)
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** – o **Producing**: Sourcing, searching and planning digital content
Guiding Ideas / Possible questions to ask:	Were the builds appropriate for the topic? Did the builds, with the additional information, provide a good overview of the topic? Are there any changes which could be made to improve this?

Introduction / Starter

This lesson could be done either as a self-assessment activity, where learners evaluate their own worlds, or as peer-assessment where learners visit another world and comment on their choices.

Demonstrate how to use the camera, portfolio and book and quill features. Explain that learners will use these to record their thoughts whilst exploring the time capsule.

Learner Activities	Differentiation	Achievement outcomes
Step one		
Ask learners to access the Time Capsule world on Minecraft: Education Edition. At each feature they should also interact with the NPC to access and read the external documents.	Learners support each other. Use the Immersive reader tool if needed.	▪ Be able to access an external document to retrieve information
Assessment Opportunities		
▪ Can learners navigate around the world, interacting with features such as NPCs to access information?		
Step two		
Inform the learners that they should use the camera to take photographs of the feature. Then use the book and quill to add text. If assessing their own world, learners could write why they selected each feature, giving detail about how or why is was important. If assessing another learners' world, they could write what they found out about each feature or why they think it was chosen to represent the topic.	Learners support each other, teacher guidance if needed.	▪ Use Minecraft: Education Edition features to record learning
Assessment Opportunities		
▪ Can learners use Minecraft: Education Edition features (camera, portfolio, book and quill) to evidence their learning?		

Step three

Instruct the learners to visit the remaining builds, repeating steps 1 and 2 for each.	Learners support each other, teacher guidance if needed.	▪ Use Minecraft: Education Edition features to record learning

Assessment Opportunities

- Can learners use Minecraft: Education Edition features (camera, portfolio, book and quill) to evidence their learning?

Plenary

Ask the learners the questions below:

- Learners evaluate Time Capsules against the success criteria established at the start of the project.
- Did the time capsules provide enough information?
- Were the information texts clear and relevant?
- Were the features chosen appropriate and representative of the topic?
- What changes or improvements could be made?

Key Vocabulary:

- NPC
- Camera
- Portfolio
- Book and quill
- Evidence
- Information

Resources / Supporting files:

- Devices with Minecraft: Education Edition
- Access to Time Capsule worlds