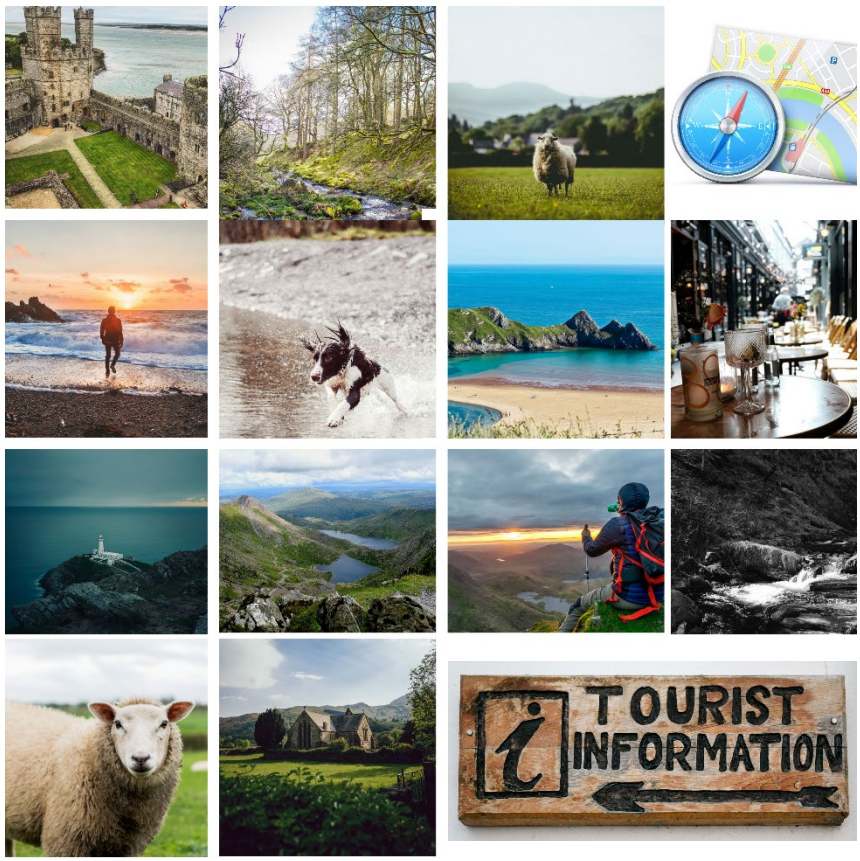
Hwb®

TOURIST INFORMATION CENTRE



MINECRAFT EDUCATION EDITION

Description:

This Scheme of Work is organised into 5 Stages and where learners will research specific attractions or place of interest, such as a landmark, national park, national forest, or state park etc. that might entice tourists to visit Wales.

Learners can use various ways of collecting information, then they will use the information gathered to build within the Minecraft: Education Edition 'A Tourist information Centre' for Wales and link to information documents to showcase Wales.

They will use other tools available on Hwb, for example Microsoft Sway / Flipgrid to create an ideas board in order to select the most important aspects of Wales that they would like to include. Learners will use NPC's, posters, signs in order to present the research findings throughout their build.

At the end of the project, learners will share their builds with others within the class to broaden their understanding and knowledge of tourist attractions in Wales.

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**
- **Science and Technology**
- **Health and Well-being**
- **Expressive Arts**
- **Language, Literacy and Communication**

Cross-Curricular Skills

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

Learning Objectives covered

Learning, practice, and activities

Stage 1: Research

Learners will research tourism in Wales/Cymru including the most popular tourist areas and attractions.

They will investigate Wales/Cymru and tourism via a range of research methods.

Then consider how the research effects their plan for the areas within their Tourist Information Centre.

Learning Objectives

- To use different methods of collecting information
- Enquire and investigate about popular tourist areas and attraction of Wales/Cymru
- Evaluate different views on those area and attractions
- Form their own interpretations and conclusions
- Develop creative thinking and problem-solving skills
- Consider implications of planning

Lesson elements:

- What makes Wales/Cymru attractive to visitors?
- How do we decide what to include in the Tourist Information Centre?
- Gathering and analysing information and data from books, experience and internet
- Is knowledge about Wales/Cymru valuable?
- How do we ensure visitors to centre will be inspired to visit these areas and attractions?
- How will this benefit the local communities?

Learning Objectives covered

Learning, practice, and activities

Stage 2: Planning

Learners will decide, from their research, what aspects they want to include in their 'Tourist Information Centre'.

Learners will then plan their build in-world scale and decide on the layout.

Learners will need to determine the size and dimensions (height, length, width) of their 'Tourist Information Centre'. Then through drawing on grid paper and group discussions create a scale to build in-world.

They will need to decide: what will one block equate to? estimate the number of blocks that will be used? Type of blocks to be used etc.

Discussion and experimentation will emerge about how to simulate curves and angles in a block build world.

Learning Objectives

- Make decisions about what to include in their Minecraft: Education Edition build and why?
- To work collaboratively to create a detailed plan of what they are going to build in Minecraft: Education Edition

Lesson elements:

- Each group of learners will plan and draw to an accurate scale in Minecraft: Education Edition, e.g. 1 block = $1m^3$
- Develop an assessment criterion
- Learners to work collaboratively to break down their tasks
- Learners will create a schedule for their work



Learning Objectives covered	Learning, practice, and activities

Stage 3: The Build

Learners will follow their detailed plan and create a build to represent their 'Tourist Information Centre'.

Learning Objectives

- To work collaboratively to build their 'Tourist Information Centre" within Minecraft: Education Edition
- To follow a plan to build accurately within Minecraft: Education Edition

Lesson elements:

- Learners will open a "Blocks of Grass" world from the templates in Minecraft: Education Edition
- Learners will build their 'Tourist Information Centre' using their plan as a guide
- Learners will check progress against plans, schedule and success criteria
- Learners will evaluate their build



Learning Objectives covered

Learning, practice, and activities

Stage 4: Information sharing

Learners will create linked content information that is to be shared within their build via NPCs.

The information format could be in a Sway, PowerPoint, online document etc. then hyperlinked from appropriately placed NPCs.

Leaners can also add smaller amounts of information to their build via various 'Chalk Boards' and 'Signs' too.

Learning Objectives

- Create information documents in various formats
- Use Minecraft: Education Edition features (e.g. NPCs and Chalk Boards)

Lesson elements:

- Learners create a plan for their information document
- Collate all the information gathered during their research stage
- Use the information to create information documents about the areas and attractions to include in their 'Tourist Information Centre"
- Add NPCs including a link to the document(s)
- Add 'Chalk Boards' and 'Signs'



Learning Objectives covered

Learning, practice, and activities

Stage 5: Video Walkthrough

Learners will create a screen recording and voiceover walk-through of their 'Tourist Information Centre".

This will provide them an opportunity to explain the various nuances of their 'Tourist Information Centre" beyond the physical build in the Minecraft world.

Learning Objectives

- Create a screen recording and voiceover walk-through of their 'Tourist Information Centre"
- Present information using accurate and purposeful language

Lesson elements:

- Learners will plan and rehearse their walkthrough, and link to their research
- Learners will present information about their 'Tourist Information Centre' orally
- Learners will create a screen recording and voiceover walk-through of their 'Tourist Information Centre'