

SCIENCE ISLAND



MINECRAFT: EDUCATION EDITION LESSON PLAN

BEFORE LESSON

- Pair the students or have them do the lab individually
- Print the Lab Book or have them use the in-game book and quill to record their work
- Book and quill export as PDFs. Think about how you will collect these from student device
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START OF LESSON

- Explain what an Observation and Hypothesis are for students
- Tell them they have FIVE experiments waiting in-game for them
- Tell them to keep records of their observations and hypotheses throughout the lab
- Share the world link or the world file (.MCworld) with the students

AS STUDENTS WORK THROUGH

- Explain you will be collecting either the in-game lab book or the paper handout
- Encourage students to write their hypothesis at the end of each station based on actually what they saw and heard. #OnlyTruth
- Circulate and ask students if they know what their mission is at each station

WRAPPING UP

- Congratulate students on participating in FIVE science experiments and writing FIVE hypotheses!
- Collect the paper handouts or PDF exports from students for the in-game lab book
- Get students to log out of the world and their accounts

AFTER LESSON

Pose a question and ask students how they might design an experiment to find the answer
Example "Ralph believes it rains every Monday that he wears a red jacket"

OR, have students go to the untouched part of Science Island and build ANOTHER experiment based on the FIVE they just participated in.