

Ancient Civilizations

+ 3D Design in Minecrafterdu

Group: 2's, 3's, or 4's

Choose one civilization or city:

- Ancient Africa
 - Egypt (Tigris and Euphrates Rivers), Sudan
- Ancient Middle East
 - Fertile Crescent: Mesopotamia, Sumer, Babylon, and Assyria
 - Israel
- Ancient Europe (Greece, Crete, Turkey, Lebanon, and Syria)
 - Greece (Athens, Sparta), Asia Minor, Crete, Phoenicia
 - Italy (Rome)

Ancient Civilization	
Famous Landmark	
Purpose of landmark	
Biome / Type of Landform	
Date Built (Landmark)	
Length / Width / Height	
L/W/H converted to meters	1 block in MC = 1 meter x 1 meter 1 meter
Materials (Blocks) (see below)	

Minecraft Blocks:

dirt, grass, stone, cobblestone, obsidian, various colors of wood, water, sand, lava, ore, glass (any color), sandstone, wool (any color), clay (lots of colors), iron (white), gold (yellow/gold), diamond (blue), quartz (white), brick, ice, snow, carpet, stair blocks, and half blocks (slabs). Various tree saplings to plant, flowers, leaf blocks, and lots of food.

Additional Information/Research:

- ❖ Landform, geography, climate
- ❖ Geology and materials: Grass, dirt, sand, clay, rocks, wood, etc.
- ❖ Types of plants, animals, and wildlife
- ❖ Other major landmarks (monuments, temples, buildings)

Picture of the Landmark

Citation (Image address/URL):

In Minecrafterdu:

1. Choose a plot
2. Add a sign (large sign if needed) with your names, time period, name of structure/location, and three facts (from research)
3. Create the structure/location using blocks: grass, stone, sand, trees, wood, etc.

Example