Subject (grade): Workplace and Apprenticeship Math 20 (WA 20)

Lesson Title: Recreating your Place in Minecraft

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Desired Results

Objectives/Outcome(s)/Indicator(s):

None

Key Understanding ('I can' Statements):

1. I can follow my diagrams.
2. I can find blocks that are similar to the real life structure.
3. I can rebuild this structure.

Assessments:

In this lesson I will be assessing:

1. Assessment of Learning (*Formative*): I will be assessing the students (if they are in groups/partners) involvement in this project. Assessing teamwork, by how involve they are in doing the project (**See rubric section 6.1**). If students are by themselves, I will be assessing their focus on their own project and if they ask for help from others (**See rubric section 6.2**).
2. Assessment of Learning (*Summative*): This will be handed-in along with the presentation. I will be assessing, in the Minecraft place is the blocks they used, did they find a resource pack, how many NPCs and Blackboards did they use is there too many or to little, does their structure look like their place or it looks nothing like it, did they follow their diagrams or did they not follow them and just built (**See rubric section 4**).

Procedures:

1. Using their Minecraft Plans they are finally recreating their place in Minecraft.
    a. One student must create a world and make it that the others can join (if they are in partners or in a group)
    b. They must have these setting: (List on the Board)
        i. Game mode:
            1. Creative
        ii. Difficulty:
            1. Peaceful
        iii. World Preferences:
            1. Starting Map (On)
            2. Bonus Chest (Off)
            3. Player Permission (Operator)
        iv. World Type (optional):
            1. Flat
        v. World Options:
            1. Friendly Fire (Off)
            2. Show Coordinates (On)
            3. Fire Spreads (Off)
            4. TNT Explodes (Off)
            5. Respawn Block Explode (Off)
            6. Mob Loot (Off)
            7. Tile Drops (Off)
            8. Immediate Respawn (On)
        vi. Cheats (On)
            1. Always Day (On)

2. Do Daylight Cycle (Off)
3. Keep Inventory (On)
4. Mob Spawning (Off)
5. Mob Griefing (Off)
6. Entities Drop Loot (Off)

7. Weather Cycle (Off)
8. Command Blocks Enable (On)

vii.   Show Coordinates

     c. Once they created the world, using their diagrams in their plans students will follow them to create their structure.

     d. Students will choose blocks that are close to the real structure material as they can find in Minecraft, or they can find a resource pack to use to get the right textures.

2. This should take four to five classes.

Materials:

Students will need:

- Minecraft Plans
- Laptop (**With Minecraft Education Edition (EE))**
- Mouse
- Xbox Controller (if students cannot use mouse & keyboard) (bring their own)
  - Xbox Adaptive Controller (XAC) (if they cannot use the regular controller)

Resources:

Students will use the resource under Additional Resources:

- How to represent non-square shapes (like triangles, and circles)
  - If their structure has non-square shapes.
  - They want to add skin packs or resource packs go to:
    - [Recreation in Minecraft](#)

Adaptions/ Differentiations:

Some adaptations/differentiations for this lesson:

- If students need more time to finish their structure in Minecraft give them that extra time to work on it.
- Having some Xbox controllers for students to use.
  - Having XAC for students to use.

Management Strategies:

None