:GO CONSTRUCT | EXPERIENCE
BUILDING FUTURES

PREP
- Connect to a secure network Wi-Fi connection
- Graph Paper (A3 or A4)
- Pencils
- Aspire 2Be/CITB Handouts (supplied)

OBJECTIVES
- To display an understanding of urbanisation and public spaces using Minecraft and 2D design
- To use teamwork to achieve an outcome

VOCABULARY
- Urbanisation
- Private
- Common Spaces
- Public Space
- Detailing

1 DISCOVER
- Challenge 1 Role Introductions
- Challenge 2 Graph Paper: Facade design-perimeter/area
- Challenge 3 Graph Paper: List interior/materials for flooring, windows, doors etc

2 DESIGN
- Groups build or add to build using designs agreed upon as a team
- Ask about roles and which teammates could take on the roles for today?

3 DEVELOP
- Continue to add detail to your private, common and public buildings/areas.
- Add a system of roads and walkways to your project
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4 DELIVER
*Questions to be answered as a mini-plenary by students at end of lesson
- What have we built?
- What makes it a public space?
- Did you follow your plan? Why? Or Why not?
- How did you/we perform together as a team? (1-10)
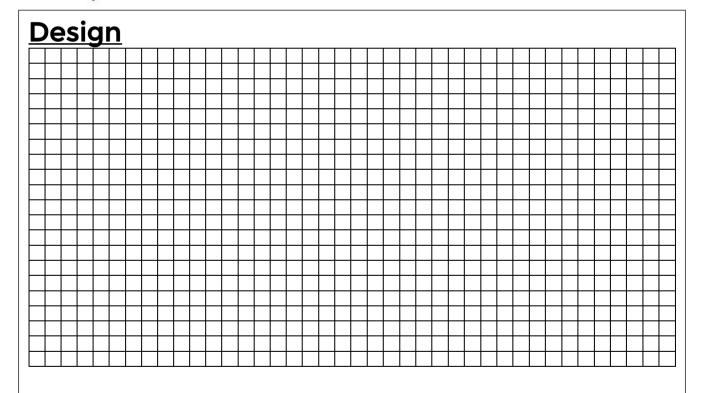
5 DISCUSS
- What do we see developing now as we have added more?
- What are you most proud of so far?
- What areas/buildings needs your team's attention?
- How will you use your time tomorrow before your team's presentation?

BUILDING FUTURES SKILLS

LEARNING PATH

MINECRAFT SKILLS

☐ Construction shows evidence of skills learned from 'Discover' videos

☐ Extension added from the 'Develop' section on your handouts

☐ All the above and explanation of why material was chosen (during final presentation)

TEAMWORK SKILLS

☐ Daily activities completed before the end of the session

☐ Each team member constructed a portion or section of the final project

☐ All the above and answer key questions during final presentation with evidence from designs and final construction.

Design

Vocabulary

- **Detailing**
  - ○

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