



Minecraft Edu Resources

Human History, Mesopotamia to Mars

Lesson:

Key Stage / Number of Students	Resource	Time Frame
KS 2 / 12	12 Laptops Minecraft Edu with World of Humanities and Galactcraft A server and a dedicated server PC.	50 minutes - 1 hour minimum

Overview: Learners learn about human history and our possible future visiting and settling on Mars.

Aim and Objectives:

The Aim can be changed to fit in with what students are studying, combining role playing, technical and building elements in historical settings.

Key Objectives

All students will interact with the world, visiting historic sites, navigating around maps and talking to virtual people to either learn about them or to do quests and get items.

All students will compete in the human space race and discuss humanities desire to explore space with satellites and rovers, then visit the Moon.

All students will go to Mars and build a colony of some description, this can rely on personal life support, airlocks or terraform the surface

Background:

Humanity has achieved a lot in the last 10,000 years and learners should be aware of what they can be a part of as they develop. This includes amazing works of architecture, exploration, science and technology and more. Learners should also be aware of future technologies and plans for humans to use Space to develop communication systems, online gaming and to one day send humans to settle on Mars.