



Minecraft Edu Resources

Human History, Mesopotamia to Mars

Activity (Teaching and Learning resources included)	Duration	Description	Key Skills Developed (Assessment)	Syllabus Areas covered (National Curriculum for Wales)	Learning outcomes, differentiation
Log into Minecraft Edu Introduction	5 Minutes	Learners log into Minecraft, choosing an avatar, then listen to what they will be doing	Listening	ICT	Students use the controller provide, some will ask to use keyboard and mouse. This can be changed easily.
Time Bridge and Transport Blocks	30 Minutes	Learners and teaching staff decide on what periods of history they wish to travel to. This can be focussed on a few time periods, all periods in order or freedom for students to travel through the past at their leisure.	Depends on how the session is run. Reading. Map reading. Communication. Planning and teambuilding.	Depends on how the session is run. History specific or broad. Geography.	All students will interact with historic figures, travel through time and read what NPCs talk about answering their questions. Some may get lost or act inappropriately, but this is easily managed in game with a teachers account.
Rocket building and visiting other planetary bodies	15 – 25 Minutes	Students learn about Space, build a rocket and prepare for what they need to survive. They travel to the Moon and Mars and build space stations.	Understanding of what people need to survive. Maintain homeostasis (thermal equilibrium, breath, eat.)	Physics, Chemistry, Biology. History of Spaceflight. Robotic and Human exploration on Moon and Mars.	All students will travel to the moon and mars, but some may not adequately prepare. Students should be quickly given the objects they missed so they can survive.