

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 common spaces using Minecraft and 2D design
- To use teamwork to achieve an outcome

VOCABULARY

- Urbanisation
- Private
- Common Spaces
- Public Space
- Multifunctional
- Exteriors

LESSON 3 OF 5

1 DISCOVER

- Challenge 1 Sticky Notes
- Challenge 2 Graph Paper: Common Spaces- Design
- Challenge 3 Graph Paper: Extended Design- Paths

Connect to your building from day 2

2 DESIGN

- *Each student to add a feature from their designs*
- *Emphasise teamwork and ask how could we split the jobs to agree quicker?*

3 DEVELOP

- Add one suggestion from the *Sticky Note Challenge*
- Continue to add detail to your private and common areas.
- Add a board to name your commons area

4 DELIVER

*Questions to be answered as a mini-plenary by students at end of lesson

- What have we built?
- What makes it a common space?
- Did you follow your plan? Why? Or Why not?
- How did you/we perform together as a team? (1-

5 DISCUSS

- What areas are left to add to our build?
- Where will it be placed?
- Can a single building have private, common and public spaces?
- What new role will you take on next lesson?

