

ISLANDS OF HOLY WORSHIP



Description:

One of the four purposes of the new curriculum is developing ethical, informed citizens of Wales and the world. This is central to the Humanities AoLE. This project will provide opportunities for learners to enquire, explore and investigate their world and develop appreciation of identity, heritage and 'cynefin'.

Learners will get opportunities to discuss religion and what it means to them. They will explore different religions in Wales and around the world. They will research and plan a symbol, place of worship or statue in Minecraft: Education Edition. They will share their work with others to educate them about different religions and help develop ethical, informed citizens of Wales and the world.

Overarching Statement

This Minecraft: Education Edition project has been developed to enrich the delivery of the Curriculum for Wales. Although specific **Areas of Learning and Experience (AoLE)** have been identified in this scheme of work (SoW) these are **not** prescriptive, but the authors interpretation. Educators should interpret this SoW and lesson support documentation and apply accordingly to the relevant age groups in terms of breadth and depth of application (and considering any other relevant AOLES).

Within the Lesson support documents, details of the Statements of what matters associated to the relevant AoLE are explicitly detailed, along with appropriate referencing of the cross-curricular skills: literacy, numeracy and digital competence. Where appropriate references have also been given to the Digital Competence Framework (DCF) and National Literacy and Numeracy Framework (LNF).

At the heart of the Hwb Minecraft: Education Edition projects is the development of the four core purposes of Curriculum for Wales and the underpinning integral skills of **Creativity and innovation, Critical thinking and problem-solving, Personal effectiveness and Planning and organising**. Thus, providing a holistic integrated 21st Century curriculum to inspire the youth of Wales to be innovative contributors to their communities by embracing our nation's culture, geography, history, language and sense of belonging.

Area of Learning and Experience

- **Humanities**

Cross Curricular Skills

- **Numeracy**
- **Literacy**
- **Digital competence**
- **DCF**



Learning Objectives covered

Learning, practice, and activities

Stage 1: Introduction and research

Learners will discuss different religions. They will collect information about religions and give an overview of these religions.

Learning Objectives

- To re-call prior knowledge of different religions
- To collect information
- To give an overview of different religions

Lesson elements:

- Introduce task
- Learners will watch video 'Peace Mala – The Dove's Journey' by Hafod Primary School and discuss
- Learners will research 4 different religions and give an overview of each



Learning Objectives covered

Learning, practice, and activities

Stage 2: Research

Learners will work in groups, pairs or individually to choose one religion and conduct further research and decide on a build.

Learning Objectives

- To collect information about chosen religion
- To include details about their focus for the build

Lesson elements:

- Learners will research chosen religion
- They will gather information from different sources
- Learners will complete a PowerPoint presentation about the religion
- Learners will include details about their focus (this could be a place of worship, statue or symbol) which they will build in Minecraft: Education Edition



Learning Objectives covered

Learning, practice, and activities

Stage 3: Planning

Learners will create a detailed plan of their build.

Learners will need to determine the size and dimensions of their build and which blocks they will use to create different features.

They will then draw their scale plan on squared paper. They will create a schedule for their work and appoint roles.

Learning Objectives

- Make decisions about what to include in their Minecraft: Education Edition and why
- To create a detailed plan

Lesson elements:

- Learners will plan and draw to an accurate scale in Minecraft: Education Edition
- Learners will create a schedule for their work
- Learners will develop success criteria for follow during the building stage



Learning Objectives covered

Learning, practice, and activities

Stage 4: Build

Learners will use their detailed plan to build within Minecraft: Education Edition.

Learning Objectives

- Build a place of worship, statue or symbol associated with a religion
- To follow a plan to build accurately in Minecraft: Education Edition

Lesson elements:

- Learners will join 'Islands of Holy Worship' world. They will interact with NPCs to read rules and further guidance on the task
- Learners will check progress against plans, schedule and success criteria
- Learners will evaluate their build



Learning Objectives covered

Learning, practice, and activities

Stage 5: Information sharing

Learners will create linked content information that is to be shared within their build via NPCs.

They will share information about their build using Sway, PowerPoint or an online document.

Learners can also add smaller amounts of information about their build using 'Signs' and 'Chalk Boards'.

Learning Objectives

- To share information and hyperlink via NPCs
- To use 'Signs' and 'Chalkboards' to provide information

Lesson elements:

- Learners will learn how to use Education Edition features: NPCs, Signs and Chalkboards
- Learners will use their research PowerPoint and gather main points/information about their chosen build
- They will use NPC to link to this document/online file



Learning Objectives covered

Learning, practice, and activities

Stage 6: Video walkthrough

Learners will create a screen recording and voiceover walkthrough of their build.

Learning Objectives

- Create a screen recording and voiceover walkthrough of their build
- Give an overview of their project
- Learn about different religions around the world by exploring other learners' projects

Lesson elements:

- Learners will plan and rehearse their walkthrough
- Learners will walk through the world and learn about their peers' projects and the religion they have chosen
- Learners will orally present information about their build and about the other religions they have learnt about
- Learners will complete the video walkthrough in Flipgrid

