

MODEL SESSION PLAN

Topic: Recreating and Exploring Ancient Civilizations

Subject: History

Student's age: 12-15 years

Duration of session: 60 minutes

Objectives



- Understand key aspects of ancient civilizations, such as architecture, culture, and daily life.
- Recreate historical landmarks and structures using Minecraft Education.
- Develop research and critical thinking skills by studying how people lived in ancient times.
- Enhance creativity and problem-solving skills through virtual world-building.

Material/resources



- **Tool:** Minecraft Education
- Device with Minecraft Education installed
- Student's prior knowledge of ancient civilizations (e.g., Egypt, Greece, Rome, or Mesopotamia)
- Research materials (e.g., history textbook or articles about the chosen civilization)



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Description of the lesson

Introduction (10 minutes):

- Start by asking the student which ancient civilization they find interesting (e.g., Egypt, Greece, Rome). Introduce key elements of that civilization.
- Explain that Minecraft Education will be used to recreate landmarks and structures from that civilization.

Exploring Minecraft (10 minutes):

- Open Minecraft Education with the student and show examples of pre-built structures that mimic historical buildings.
- Explain how they will build a replica of a key landmark or structure from the chosen civilization, such as the Egyptian pyramids, Roman Colosseum, or Greek Parthenon.

Recreating Ancient Structures (30 minutes):

- Step 1: Based on the research, guide the student to build a structure that represents the chosen civilization. For example, if they choose ancient Egypt, they can construct a pyramid using sandstone blocks.
- Step 2: Encourage the student to add details that show understanding of the civilization's architecture, such as pillars, statues, or decorative features.
- Step 3: Discuss historical facts during the build process, such as why the pyramids were built or how the Colosseum was used for public events. This keeps the session focused on learning while allowing the student to engage creatively.

Reflection (10 minutes):

- After completing the structure, have the student present their work, explaining what they built and how it reflects the chosen civilization.
- Ask questions to reinforce learning: "What materials were used to build the actual pyramids?" or "What role did this structure play in everyday life?"
- Save the world for future exploration or continued building.