Scope and Sequence: Virtual Worlds Engineering

Content Area: **Technology**
Course(s): **Engineering**
Time Period: **45 Days**
Length: **20 Weeks**
Status: **Published**

Course Overview

This course will expand on concepts covered in the introductory Minecraft class. In this project-based learning experience, students will imagine, research, brainstorm, and design a sustainable city of the future and input that design into a virtual simulation world. As they progress, they'll learn about everyday engineering marvels that enhance their lives.

Unit 1 should be presented first and is ongoing throughout the length of the course. Units 2, 3, 4 can be taught in any order, based on the needs of the class.

This course meets every other day during the course of the semester, totaling a number of days class meets to 45.

Scope and Sequence

Order of the Unit	Title of the Unit	Time Frame
Unit 1	Designing and Creating a City of the Future	Four weeks initially Aspects of this unit are intended to be ongoing throughout the course
Unit 2	Essential Infrastructure Designs: Transportation Systems	Five weeks
Unit 3	Essential Infrastructure Designs: Water Systems	Five weeks
Unit 4	Essential Infrastructure Designs: Power Systems & Alternative Energy Sources	Five weeks

Date of Board Approval

This curriculum was approved by the Green Brook Board of Education on August 22, 2016.