

Unit 1 Minecraft - Village

Content Area: **Technology**
Course(s):
Time Period: **November**
Length: **2 Days**
Status: **Published**

Unit Overview

This project is an integration with the 5th grade social studies classes. Students will work together to build a village based on their study of Native American regions in the pre-Colonial era of North America. Students will be required to select and use region-appropriate materials and architectural styles in creating their village. Students will need to create a functional village addressing all the needs of a human society including, but not limited to: shelter, food and water supply, and social structures. Students will then visit each others' villages and compare and contrast the approaches taken by each "student tribe".

Standards

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|--------------------|---|
| CS.3-5.8.1.5.CS.3 | Identify potential solutions for simple hardware and software problems using common troubleshooting strategies. |
| CS.3-5.8.2.5.ITH.1 | Explain how societal needs and wants influence the development and function of a product and a system. |

Materials

- Laptops

Assessment

Formative Assessment

- Teacher Observation
- Checks for Understanding
- Exit Tickets

Summative Assessment

- Performance Tasks & Projects

Accommodations & Modifications

Special Education

- Follow IEP Plan which may contain some of the following examples...
- In class/pull out support with special ed teacher or assistant
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

504

- In class/pull out support with special ed teacher or assistant
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

ELL

- Translation device/dictionary
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

At-risk of Failure

- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

Gifted & Talented

- Independent projects
- Online games
- Extension activities

Interdisciplinary Connections

Career Readiness, Life Literacies & Key Skills

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|-----------------|--|
| TECH.9.4.2.TL.1 | Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1). |
| TECH.9.4.2.TL.6 | Illustrate and communicate ideas and stories using multiple digital tools (e.g., SL.2.5.). |
| TECH.9.4.5.CT.3 | Describe how digital tools and technology may be used to solve problems. |
| TECH.9.4.5.CT.4 | Apply critical thinking and problem-solving strategies to different types of problems such as personal, academic, community and global (e.g., 6.1.5.CivicsCM.3). |