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

8.1.5.CS.3	Identify potential solutions for simple hardware and software problems using common troubleshooting strategies.
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

9.4.5.CT.3	Describe how digital tools and technology may be used to solve problems.
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).
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).
9.4.2.TL.6	Illustrate and communicate ideas and stories using multiple digital tools (e.g., SL.2.5.).