



Education through Minecraft

“Creating Literature”

Understanding by Design

- Students will understand that literature is only limited by what one chooses to do with it.**
- Students will find that by constructing imagined literary pieces, reading can be “tangible”.**
- Essential questions:**
 - To what point does setting drive plot?**
 - How does imagination impact reading?**
 - How do different interpretations of the described items or places impact our learning?**

Successes

- Students of a variety of learning styles benefit from these projects, as there must be an incorporation of visual, logical, aural, verbal, solitary/social, and physical (three-dimensional) in order to complete the objectives.

- High student interest

- Text immersion



Challenges:

- Adequate hardware, software, ability to share

Additional Resources:

- Computers with sustained viability

Changes:

- More structured student involvement, calendar of events

Directions: Pick a place or landmark from the list. With your group, construct this landmark to the best of your ability. You must be able to explain why you made certain aesthetic choices.

Places:

Herot from *Beowulf*

Grendel's mom's cave from *Beowulf*

Lord Bertilak's castle from *Sir Gawain and the Green Knight*

The Canterbury Cathedral from *The Canterbury Tales*

Macbeth's castle from *Macbeth*

Jekyll's home from *The Strange Case of Dr. Jekyll and Mr. Hyde*

Roles within group:

Construction Worker – The primary builder; this person places the blocks after group consensus.

Architect (You may have more than one) – The planner; creates the general construct ideas; aids the construction worker.

Style Manager – This person helps with the aesthetic, making sure things like the sea witch's lair aren't constructed entirely in pink blocks.

Presentation Manager – Ensures that the work is text accurate; writes down why and how the building is accurate.







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MinecraftEdu 1.6.4 classroom (stable build 14)

Assignment: Build from the text!
Press n to see the full assignment.

Video Settings

Graphics: Fancy	Render Distance: Normal
Smooth Lighting: Off	Performance: Power saver
3D Anaglyph: OFF	View Bobbing: ON
GUI Scale: Auto	Advanced OpenGL: OFF
Brightness: Moody	Clouds: ON
Particles: All	Server Textures: ON
Fullscreen: OFF	Use VSync: OFF

Done

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Google Talk (from sarahannroman@gmail.com)

