

Minecraft in the FSL Classroom

Building a Maze

Topic: Giving and Understanding Directions

Grade: 3-8 (depending on expectations decided upon for difficulty of the task)

Overall Expectations: D1 & D2

Specific Expectations: 1.1, 1.2, 1.3, 2.1, 2.2, 2.3, 2.4

Resources: Computers or iPads with access to Minecraft. Any necessary words & expressions lists.

Words & Expressions: Students had already learned the words for different places on a map in a town. (Vocabulary is also added as we continued with the unit for different tasks.)

Suivez	Derrière
Allez	À côté de
Prenez	Devant
Marchez	En face de
Traversez	À la droite (de)
Retournez	à la gauche (de)
Tournez	Toute droite
Continuez	Autour du coin
Demandez	Au coin (de)
Arrivez	Près (de)
Sortez	Loin (de)
Partez	Sous
Rentrez	Sur
Entrez	Sur votre droite/gauche
restez	Tout près

Introductory Activity: Students must become familiar with the different vocabulary required to give directions. Following are a few different introductory activities used with students to learn the necessary words & expressions.

1. Quizlet - students practice the words and expressions with a variety of games offered. Can be practiced in class or at home. Follow the links to our different Quizlet sets.
 - a. https://quizlet.com/_kwoy1
2. Random Image Chooser - We would begin this activity as a whole class, modelled by the teacher. Next, students would work in partners. Teacher would ask the question to the whole class. Student 1 would repeat the question to Student 2, who would answer. Teacher would then ask for the answer from a student, so the whole class could clarify their answers. Finally, students would work in small groups or partners with 1 device per group, asking the same questions and responding based on what appears on the screen.
 - a. <http://www.mmemallette.com/r/directions/whereis/>
 - i. Focus Question: Où est le chat?
 - b. <http://www.mmemallette.com/r/directions/landmarks/>
 - i. Focus Question: Qu'est-ce que c'est?

Development: Students should be provided with a variety of opportunities to practice giving directions orally before having to write them. Following are a few of the types of activities we used to build up to this written task.

1. Random Image Chooser - We would begin this activity as a whole class, modelled by the teacher. Next, students would work in partners. Teacher would ask the question to the whole class. Student 1 would repeat the question to Student 2, who would answer. Teacher would then ask for the answer from a student, so the whole class could clarify their answers. Finally, students would work in small groups or partners with 1 device per group, asking the same questions and responding based on what appears on the screen.
 - a. http://www.mmemallette.com/r/directions/ou_est/
 - i. Focus Questions: Où est la banque?, Où est la maison de Mason? etc.
2. Where Things are Located Project
 - a. http://www.mmemallette.com/2015/03/ou_est/
3. Explain Everything - students record their voices giving directions, asking directions, asking questions related to the map, whatever you are looking to assess or verify they can do. Here are a couple of examples.
 - a. https://www.youtube.com/watch?v=eoclFzi_O_w&list=PLq7CQFOLIFIWzUPuzOhcWcMmGpt_K_a5z&index=1

- b. https://www.youtube.com/watch?v=aChcSWbNpvl&list=PLq7CQFOLIFIWzUPuzOhcWcMmGpt_K_a5z&index=4 (next time I would have students draw the path they take as they give the directions).
4. **Partner Work:** Students work with a partner. Give students a map and an envelope with pictures of the different icons on the map. This can work in a few different ways.
 - a. *Mystery Destination:* Student 1 picks 2 icons. Icon 1 is the starting point, Icon 2 is the destination. Student 1 does not tell Student 2 the destination. Their goal is to give detailed directions from Icon 1 to Icon 2 and to have Student 2 be able to identify the mystery destination.
 - b. *Where Am I Going?* : Student 1 picks 2 images from the envelope and asks their partner for directions from Icon 1 to Icon 2. They can ask for clarification along the way as well.

Concluding Activity: Students will be provided a decided upon number of classes to create a maze in Minecraft. They will create signs throughout their maze that tell the person who plays their maze, how to get to the finish line. For specific details and examples of student work from this activity, please visit: <http://bit.ly/FSLminecraft>

Assessment: Play the students mazes or have them submit a video of them playing it. Videos could be emailed, uploaded to google Drive then submitted on Google Classroom, etc.

Follow-Up: Students can play one another's mazes to practice and reinforce the learned directions. Students can give one another feedback based on their mazes. Mazes could be brought to younger grades to teach direction concepts.