



Lesson Plan Template

Grade/Level:

Subject: Computer Sciences

Date:

Duration: 1 hour 30 minutes

Objective:

By the end of this lesson, learners will have a basic knowledge of how-to code using command blocks in Minecraft Education. They will also have a good grasp on how AI can be used in Anit-poaching efforts.

Materials Needed:

- Minecraft Education
 - Computer Science Minecraft Escape Room Map
 - Computer Sciences Minecraft Escape Room Lesson Plan
 - Computer Sciences Minecraft Escape Room Lesson Guide
 - Computer Science Minecraft Escape Room Teachers Resource PowerPoint
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Introduction: (5 - 10 minutes)

To introduce the lesson, the Computer Science Minecraft Escape Room Teacher's Resource PowerPoint can be used. It is important that important vocabulary is discussed to allow the learners to have some understanding before beginning the map. It will be beneficial to also take note of how to use a commands block.

Instruction: (5 - 10 minutes)

Once the learners have logged onto their computers, allow them to open Minecraft Education and to open the Computer Sciences Minecraft Escape room. If students have not used Minecraft before, please allow them to take a moment to familiarise themselves with the controls in the starter room. Once everyone is ready, allow the learners to go to the first room. **Please note: Immersive reader CAN be used by the players. They must click on the notebook in the corner of the text.**





Guided Practice: (10 – 15 minutes)

The learners will enter a room that overlooks the map. A large signpost will be seen with a command block and two smaller signposts near the large signpost. The large sign should be read as a whole class. The teacher should show the learners how to make note of the co-ordinates that are shown on the smaller signposts. The teacher should show the learners how to left click on the command block and how to enter the co-ordinates into the correct spaces.

Independent Practice: (30 - 45 minutes)

The learners will complete the other activities by themselves. This may take some time as there are timeous activities.

The learners will be teleported into a viewing tower where they must speak to the NPC. The NPC will explain how the learner must find the correct co-ordinates to place into the corresponding command block. This will code fences to appear.

The learners will go back to the viewing tower and speak to the NPC.

Once the learner has spoken to the NPC, they must go to the shortest fence and count the blocks between the shortest fences (these fences are parallel to one another). The number of blocks between the two fences is 50 blocks. They will have to divide the number by two, which will be 25 blocks, which will be put into the code. Should the code be correct, it will state that 6 rhinos are found in the fenced area.

The learner will speak to the NPC again and will go to each corner of the fenced area. They will find an NPC in each corner of the fenced area, and they will have to select the correct answers to place cameras on the corners of the fenced area.

They will be teleported to another room that overlooks the rhino sanctuary. They will speak to the NPC, who will tell them that they are guarding duty for 5 minutes. When poachers are detected, the learner will have to find them using the cameras that they coded. Once they have found the poachers they will have to call the police. While the learners are waiting to be alerted, they can write their thoughts into a book that is displayed in the room. This book can be exported and sent to their teacher for marking.

Closing: (10 - 15 minutes)

Once the learners have called the police on all of the poachers, a corridor will open up for the learners to explore. Here they will see various pictures of rhinos and Anti-poaching efforts alongside NPCs that will tell the learners the stories of those rhino and the Anti-poaching efforts. This can be done individually or as a group or class discussion.

