



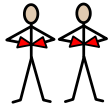
Hello



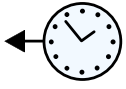
Dosbarth



Rhossili,



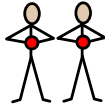
We



have



missed



our



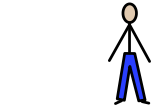
Enterprise



session



this week



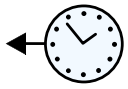
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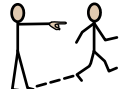
Mr



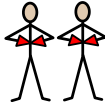
Williams



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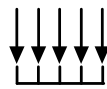
us



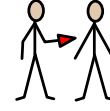
this weeks



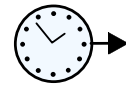
activities.



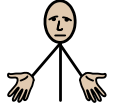
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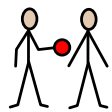
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**Hwb**

Hwb

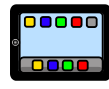
+

and



access

to a



iPad

or



computer.

# MINECRAFT

## LESSON PLAN - M4

TIME - 45 MINUTES

# HEALTH & WELL-BEING

### 1. ACTIVITY

### HOW DO YOU FEEL?

Scan QR Code 1 and show the learners the video showcasing some of the characters from the Minecraft World. Get the learners to describe some of the characters they have seen and whether they think they are good or bad characters, what type of characters are there and how do they make them feel? Scan QR Code 2 and download the character worksheet, encourage the learners to discuss the characters with a partner and decide how each character makes them feel (example scared, happy, sad). Progression Step 1 learners will cut out and paste the words they think best describe how the characters make them feel, Progression Step 2 learners will write the words that best describes how the characters make them feel on their worksheet.

The learners will complete the lesson by using Minecraft Education on their iPad's/tablets and move through the world looking for some of the characters they have described on their worksheet and interact with them.

### 2. EQUIPMENT NEEDED

Pen/pencil, worksheet (Scan QR code 2), iPad/Tablet, Minecraft Education app.

### 3. WHAT MATTERS STATEMENT

How we process and respond to our experiences affects our mental health and emotional well-being.

#### Minecraft Fact:

An Enderman is a neutral mob with unique teleportation abilities, who can only attack players who look at its eyes or attack. (Beech Park)



QR CODE 1



QR CODE 2



# MINECRAFT

## HEALTH & WELL-BEING

### PROGRESSION STEP 1

"I can notice and communicate how I am feeling.

\*Learners will discuss with a partner how the different characters make them feel (happy, sad, scared etc).

\*Learners will cut out the appropriate word and add it to the box underneath each Minecraft character.

### PROGRESSION STEP 2

"I can notice and communicate my feelings.

\*Learners will discuss with a partner how the different characters make them feel (happy, sad, scared etc).

\*Learners will write the appropriate word and add it to the box underneath each Minecraft character.

### DCF

"I can explore familiar software.

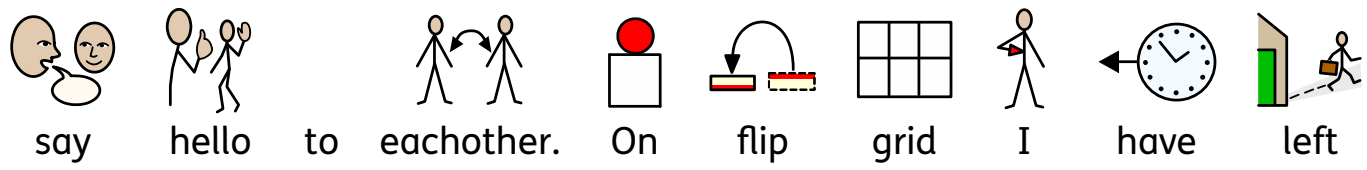
(Progression Step 1- Producing/Element: Sourcing, searching and planning digital content).

"I can develop strategies for finding specific information/media using different techniques and keywords

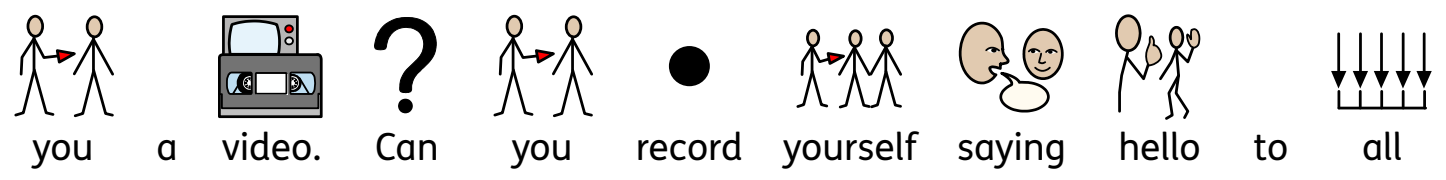
(Progression Step 2 - Producing/Element: Sourcing, searching and planning digital content).



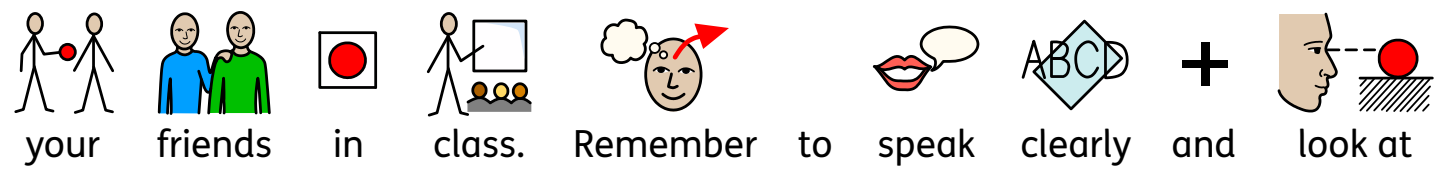
Science and Technology: As we are not in school and we can't



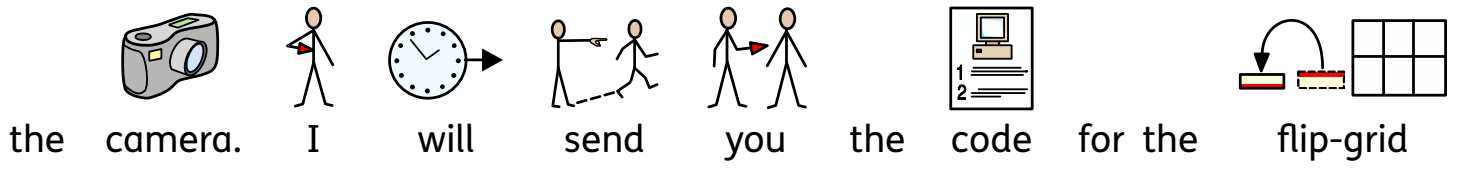
say hello to each other. On flip grid I have left



you a video. Can you record yourself saying hello to all



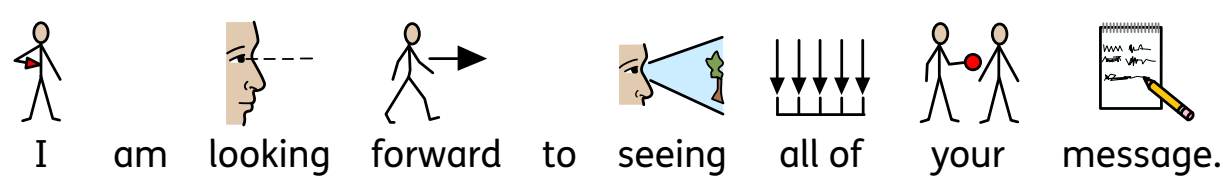
your friends in class. Remember to speak clearly and look at



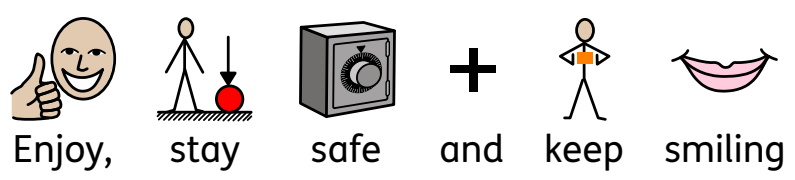
the camera. I will send you the code for the flip-grid



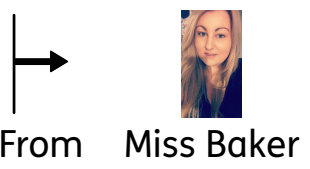
on ClassDojo dojo.



I am looking forward to seeing all of your message.



Enjoy, stay safe and keep smiling



From Miss Baker