



HUMANITIES LESSON PLAN

Societies and Environments

GEOGRAPHY

- Environments - natural and man made
- Intercultural understanding
- Social systems and structures
- Ecological sustainability

HISTORY

- Understanding of ancient societies
- Awareness of key changes & developments from the past
- Develop skills to conduct a historical inquiry

IN THIS LESSON students will use Minecraft to recreate the path of a river from its source to where it meets the sea.



APPS USED

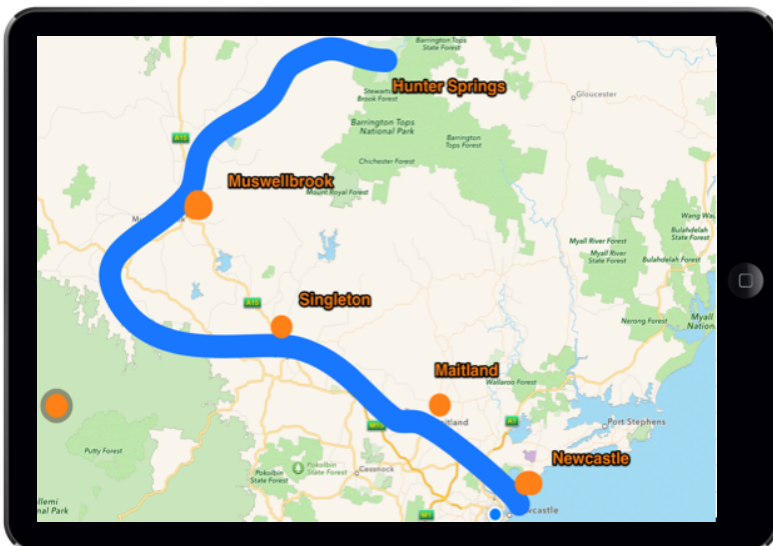
[Minecraft: Pocket Edition](#)

[Apple Maps](#)

[Skitch](#)

Introduce the Topic

First we will look at the river in Apple Maps. Take a screenshot of the river

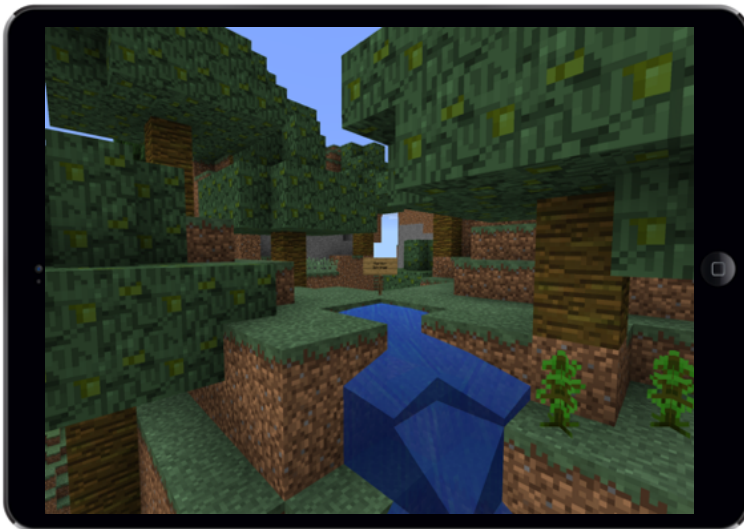


from its source to where it meets the sea. Import this screenshot into Skitch and trace the course that the river takes. Identify the towns and cities along the river and any major land uses such as farming, railway, or industry.



Build Understanding

Research the river system and find out what you can about the geography of the area. Rivers will usually begin up in a mountain range and then flow out into the ocean. In your Minecraft world search for terrain that matches the land form of your river system. Use the different trees and plants in Minecraft to symbolise the different ecosystems along the river.



Apply Learning

Have students take screenshots of the different features they have added along the river. Import the screenshots to **Skitch** and label the important features. Have students compare their creations and then allow extra crafting time if they would like to change / add anything. This activity can be done individually by students but is also a great group building activity.

