



TECHNOLOGIES LESSON PLAN

Digital and Design

DIGITAL TECHNOLOGIES

- Collecting, exploring, and sorting data
- Awareness of a range of hardware, software & peripheral technologies
- Engage in collaborative projects in an online context

DESIGN TECHNOLOGIES

- Create designed solutions that meet identified needs
- Communicate ideas using graphical representation
- Explore how technology influences design

IN THIS LESSON students will undertake a design analysis of the Minecraft app and explore how other design and technology elements can be incorporated.



APPS USED

[Minecraft: Pocket Edition](#)

[Sketch](#)

[Keynote](#)

[Union](#)

[Adobe Photoshop Express](#)

Introduce the Topic



Explain that students will be exploring ways in which the Minecraft PE app could be improved. Describe for students that they will be looking for three ways in which this could be done: 1) improve player interface / controls, 2) add something to the existing app, and 3) allow another app to interact with Minecraft PE.

Build Understanding

Break down each of the criteria and explore the functions of other apps. Examine how players currently control their movements in Minecraft. How does this differ from other styles of games, e.g. racing, platform, puzzles. What is the experience of accessing the options menu like. List and



compare these features between apps. What elements of Minecraft that exist on other platforms could be added to Minecraft PE. Is there a function that another app has that could enhance Minecraft. Would it be good if you could import from a skin creator or import your own music.

Apply Learning



Students prepare a proposal to showcase their suggested changes using **Keynote**. Students can take screenshots from Minecraft PE and use apps such as **Union** or **Adobe Photoshop Express** to add their proposed features to the images. Students

can draw and annotate images using the **Sketch** app. Students then present their proposals to the class.