

Grade: 4th

Subject: VA Studies

## Regions of VA Minecraft Edu

**Background:** You have been the learning about the Geography of Virginia. Use what you have learned to create Minecraft models of the features that can be toured by others. Record a tour using PowerPoint.

**Design Challenge:** Design a model of Virginia in Minecraft with your group. This model should include each of the five regions, featuring the unique land features and resources present in each region. Each model will need to have a clear path that other students can “travel” through to take a tour of the state. Each of the features need to be labeled with signs, boards, or info blocks.

### **Criteria:**

- All regions must be evident and represented in the model.
  - Coastal Plain/Tidewater
  - Piedmont
  - Blue Ridge
  - Valley and Ridge
  - Appalachian Plateau
- Each model will need to have a clear path that other students can “travel” through to take a tour through each region of Virginia.
- Signs or information blocks must be used and be correct, informative, and placed near the features in each region.
- Land features unique to each region are included in the model and information is provided on signs.
- At least one product and one industry per region is included in the model and information is provided on signs.
- Location of each region is in the correct order on the path.
  - For example, if you start in the Coastal Plain, you must proceed on the path through each region in the proper order east to west.
- All group members contributed to the construction of Regions of VA model.
- If time permits, record a video tour of Virginia using PowerPoint.

## **Brainstorming and Planning Questions to consider:**

1. What Minecraft materials will represent the various land features of each region?
2. What Minecraft materials will represent the various products and industries of each region?
3. How will you create a path? What will be on either side of your path? Where will your path begin and in which direction will you be travelling?
4. What will the signs or info blocks have written on them?
5. How will each group member contribute in the virtual world?
6. What are the expectations of each group member?

### Tips:

- Use Code Builder to Terraform, if needed.
- Consider creating a teleporter as part of your tour.
- Pay close attention to coordinates so you don't get lost.

# Process

Group Members:

Computer Info:

Problem to solve:

State the problem in your own words.

## Brainstorm (Explore) Ideas to Meet the Design Criterial

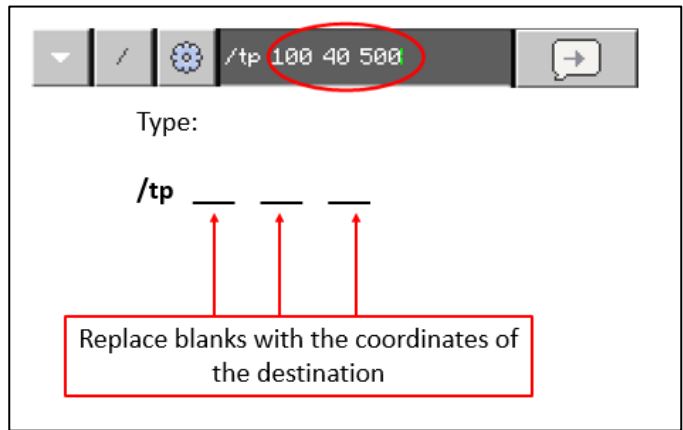
Questions to consider:

1. What Minecraft materials will represent the various land features of each region?
  
2. What Minecraft materials will represent the various products and industries in each region?
  
3. How will you create a path? What will be on either side of your path? Where will you begin and in which direction will you be travelling?
  
4. What will the signs or info blocks have written on them?
  
5. How will each group member contribute in the virtual world?
  
6. What are the expectations of each group member?

**STEP 1: Choosing and Labeling Locations and making a path.** Pick out the region locations and write down coordinates. Pay attention to landforms. Label them with signs and then create a path. Check off the sign and path boxes once the item is built.



Host - Give all players operator status: /op @a  
All Players - Give yourself world builder rights: /wb



**Coastal Plain Location:** \_\_\_\_\_

- Sign
- Path

**Piedmont Location:** \_\_\_\_\_

- Sign
- Path

**Blue Ridge Location:** \_\_\_\_\_

- Sign
- Path

**Valley and Ridge Location:** \_\_\_\_\_

- Sign
- Path

**Appalachian Plateau Location:** \_\_\_\_\_

- Sign
- Path

**STEP 2: Creating and Labeling products and industries.** Label Landforms in the region. Create products and industries for each Region and label them. Check off the product, industry, and sign boxes once the item is built.



### Coastal Plain

- Product \_\_\_\_\_  Sign
- Industry \_\_\_\_\_  Sign

### Piedmont

- Product \_\_\_\_\_  Sign
- Industry \_\_\_\_\_  Sign

### Blue Ridge

- Product \_\_\_\_\_  Sign
- Industry \_\_\_\_\_  Sign

### Valley and Ridge

- Product \_\_\_\_\_  Sign
- Industry \_\_\_\_\_  Sign

### Appalachian Plateau

- Product \_\_\_\_\_  Sign
- Industry \_\_\_\_\_  Sign

**Rubric:**

Criteria Assessed	No Evidence 0	Attempts to meet criteria shows limited understanding 1	Meets some criteria with room for improvement 2	Meets most criteria with room from improvement 3	Meets all criteria 4
<b>Guided Portfolio</b>					
The problem is restated.					
A clear plan for the state is indicated.					
Students discussed and answered planning questions.					
Student reflected on the project and evaluated their own work.					
<b>Project</b>					
All regions of the state must be evident and represented in the model. (Coastal Plain, Piedmont, Blue Ridge, Valley and Ridge, Appalachian Plateau)					
Each model will need to have a clear path that other students can "travel" through to take a tour of the regions.					
Signs or information blocks must be used and be correct, informative, and placed near the features of each region.					
Land features unique to each region is included in the model and information is provided on signs.					
At least one product and one industry per region is included in the model and information is provided on signs.					
Location of each region is in the correct order on the path.					
All group members contributed to the construction of ocean floor model.					
If time permits, record a video tour of your cell using Office Mix.					
<b>Oral Presentation/Group Work</b>					
The student communicates ideas clearly.					
The student uses specific vocabulary correctly.					
The student speaks clearly.					
The student uses appropriate volume and pitch.					
The student worked cooperatively with his or her group and was an effective group member.					