

# Changemakers of Canadian History with Minecraft: Education Edition

## About the Crate

This Cobblestone Crate, designed for Grade 4-8, will bring changemakers of Canadian History to life with Minecraft: Education Edition. You and your students will explore three impactful parts of Canadian History (the Canadian Pacific Railway, Viola Desmond, and the Truth and Reconciliation Commission). After exploring the impact of these events, students will have the opportunity to research present-day changemakers, then consider how they may leave their own mark on Canadian history with an exciting design challenge. This Crate has a focus on builds and creativity and would be a great supplement to teachers looking to develop how their students see themselves as part of Canadian History.

## The 5 Activities included are:

- The Canadian Pacific Railway
- Viola Desmond
- The Truth and Reconciliation Commission
- Modern Changemakers
- Seeing Ourselves as Changemakers

## Guide for Implementation

This series of lessons would be a great challenge for a Social Studies or History class or would be a valuable addition to a class studying a broad scope of Canadian History. Consider spending time with your students developing background knowledge on the subjects presented in order to boost their creativity and builds in Minecraft: Education Edition. Educators should also consider time for collaboration and sharing as their students work through the series.

It is recommended that the activities are completed in order as they build upon each other, but if you don't have time for all 5, no problem! Perhaps consider using the later activities as Extensions, even after the formal unit has been completed. Refer to the following pages for a detailed description of each activity.

## Introduction

*Video Length: 4m43s | Suggested Additional Class Time required: 2 mins*

*Suggested Materials (in addition to M:EE): none*

In this video, students will meet the team of co-teachers that will be working with them throughout the project and be introduced to the submission form that will allow them to share their thinking. Students will also learn more about each of the 5 activities that will be covered.

## Activity 1

*Video Length: 23m11s | Suggested Additional Class Time required: 40 minutes*

*Suggested Materials (in addition to M:EE): Microsoft Word or pen and paper for brainstorming (Word is preferred as it would allow students to copy & paste)*

In this activity, students will learn about the history, building, and impact of the Canadian Pacific Railway. They will begin their work in Minecraft: Education Edition by building a settlement on a new "Block of Grass" world. Students will then research an important settlement along the Canadian Pacific Railway and use that research to describe their Minecraft: Education Edition build. Students will then be challenged to "build" the railway by learning the /fill command and adding Redstone to move their train. The lesson wraps up with an invitation to reflect the importance of the CP Rail and its impact in a class discussion.

## Activity 2

*Video Length: 20m55s | Suggested Additional Class Time required: 40 minutes*

*Suggested Materials (in addition to M:EE): Microsoft Word or 20x20 grid paper and coloured pencils for experimenting how their character can look in M:EE (A 16x16 table in Microsoft Word could allow students to change fill colours in the grid)*

Through the lens of equity, students will learn about Viola Desmond. They will be invited to build a theatre for their settlement and consider how they might show that their build was accessible and equitable using signs and specific features of their build. Students are then invited to consider what they can learn from Viola Desmond and create a piece of pixel art to represent an important person or character trait to the development of Canadian Society.

## Activity 3

*Video Length: 17:m55s | Suggested Additional Class Time required: 45-60 minutes*

*Suggested Materials (in addition to M:EE): Paper and pencil*

In this video, students will hear a brief introduction to the Truth and Reconciliation Commission's work in response to Canada's Residential School System. Then, in the spirit of Call to Action #68, students are invited to build a monument depicting the future of the Canadian Government's relationship with Indigenous Peoples. Teachers should create an opportunity to brainstorm with their students before they begin this build. Students will then be challenged to use an agent to code a walk around their monument. This will be challenging for students new to coding, so educators should use their discretion with this piece of the task. You might choose to scaffold this by coding together, completing the steps in person before coding, or copying Coulter's Code. Students are then invited to share their monuments with their class.

## Activity 4

*Video Length: 21:m10s | Suggested Additional Class Time required: 40-60 minutes*

*Suggested Materials (in addition to M:EE): Word Processor or Pencil/ Paper for planning and gathering research, teacher vetted resources for research*

In this video, we take a look at modern change makers in Canada. Students will begin to synthesize the qualities of changemakers. They will begin by brainstorming a list of possible research subjects. If educators are looking to scaffold this process for younger students or save time, it might be advisable to choose one or two subjects for their class and research together. Students will then spawn an NPC to represent their figure and write a journal entry with advice to future leaders. To conclude, students are invited to identify commonalities between the figures they have researched.

## Activity 5

*Video Length: 15:m30s | Suggested Additional Class Time required: 30-60min*

*Suggested Materials (in addition to M:EE): Graphing paper to help plan build, brainstorming and collaboration time*

With this final activity, students will synthesize their historical learning, their research on modern changemakers, and their own skills and interests to consider how they might make their own impact on Canadian history. Students are invited to prototype a build that would show their vision for the future. They are then encouraged to describe their build through NPCs in their settlement reacting to the new build. Educators are encouraged to facilitate brainstorming and the creative process here. It may also be advisable to have students work in teams.