



## *Scheme of Work*

# *Numeracy & Minecraft!*

### **Overview**

This term is all about learning some key numeracy skills using the very popular app Minecraft! Minecraft is ideal for teaching basic numeracy concepts as its whole universe is based around 1x1 cubes. Subject matter is to include symmetry, 2D and 3D shapes, percentages and scale.

### **Week 1 - Symmetry**

This fun introduction to the topic of symmetry covers everything from basic shapes using one line of symmetry right up to designing symmetrical spaceships just like the Starship Enterprise

### **Week 2 - More Advanced Symmetry**

Students continue working on their symmetrical spaceships and try to include multiple symmetrical objects in their design. Students will also search their 3D creations for the different sectional views that themselves may display one or more lines of symmetry.

### **Week 3 - 2D and 3D shapes**

Students explore different 2D and 3D shapes, creating and labelling their own examples. Can they create a self portrait utilising a range of 2D and 3D shapes?!

### **Week 4 - Percentages**

Students explore the key concepts of percentages using Minecraft. Students create pixel art using different coloured blocks and estimate the percentage of the whole that has been created using a particular colour etc.

Students also create their own gardens and plant different percentages of the garden with different sorts of flowers. (Fun farm animal percentages as an extension!)

### **Week 5 - Scale**

This week students explore different objects around the classroom and have a go at building them to scale. Different scales are used depending on the size of the object to be represented e.g. 1 block to 10cm for a classroom chair or 1 block to 1m for the classroom itself.

### **Week 6 - Scale (building their school!)**

Building on the basic scale lesson from last week, children will select a suitable scale and try to recreate their school. Warning this lesson may involve getting out of the classroom!

