**Lesson plan**

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| Author: **Mislav Kolić** |
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| Topic:**History and Freedom**Lesson title:**Restrictions of freedom during the Cold War in Eastern European countries.** |
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| Lesson brief description**In this lesson students will learn about the restrictions of freedom of movement, thought, assembly, expression and information during the Cold War in Eastern European countries.** |
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| Time (Lesson duration): **90 minutes** |
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| Methodology: (group, individual, peer assessment, brainstorming, etc…)**Students work together in Minecraft to create part of the Berlin Wall as a symbol of separations and restrictions during the Cold War. In small groups they use text sources to learn about the restrictions of freedom of movement, thought, assembly, expression and information during the Cold War in Eastern Europe countries.** |
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| Materials needed:* **Computers or tablets**
* **school user accounts**
* **Projector**
* **source texts**
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| Students’ age: **13-15 years old** |
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| Aims/Goals or SWBATs (Students will be able to......)**The lesson aims to:*** **creatively use technology to present History**
* **help students understand separations and restrictions during the Cold War between Eastern and Western Bloc.**
* **criticize the lack of freedoms in the Eastern Bloc countries.**
* **compare the lack of freedom for people during the Cold War in Eastern Bloc to the freedom of people in the European Union nowadays.**
* **using critical thinking to** **value** **freedom of movement, thought, assembly, expression and information in European Union.**
* **gamebook creation exercise on this topic**
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| Lead-in *What’s going to happen here to introduce your students to the topic?* **The rise and fall of the Berlin Wall - Konrad H. Jarausch**[**https://www.youtube.com/watch?v=A9fQPzZ1-hg**](https://www.youtube.com/watch?v=A9fQPzZ1-hg) |
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| *What key-concepts could teachers focus on? What needs to be pre-taught?* **Time 60 minutes****Pre-taught:** **Minecraft introduction explaining students the controls and a brief navigation of building and navigating in Minecraft. (Minecraft as a virtual environment in building historical virtual architecture).**  |
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| *List of activities with brief description of each one and time for each one***Activities:**1. **Watch the video *The rise and fall of the Berlin Wall* on YouTube and briefly discuss the purpose of the Berlin Wall and how it represents the symbol of lack of freedom in the Eastern Bloc countries.**
2. **Students open Minecraft Education Edition and create a new world. Demonstrate how to build a basic structure using sustainable practices. Encourage students to work together in Minecraft to create part of the Berlin Wall.**
3. **Students in small groups study sources of evidence of lack of freedom in the countries of the Eastern Bloc. The groups are divided according to the type of lack of freedom (lack of freedom of movement, thought, assembly, expression and information).**
4. **Students use a critical approach to present what they learned from sources about lack of freedoms in Eastern Bloc countries.**
5. **They read the Chart of fundamental rights of the European Union, Chapter II. Freedom and value the importance of** **freedom of movement, thought, assembly, expression and information in the European Union.**
6. **Introduce a gamebook to students as a work of printed** [**fiction**](https://en.wikipedia.org/wiki/Fiction) **that allows the reader to participate in the story by making choices.**

**Use** [**https://storymate.dev**](https://storymate.dev) |
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| *What are other follow up (or homework) activities that can be included?** **Students create a Gamebook with the theme of being a leader in an Eastern Bloc country. When creating a Gamebook, they should have two different approaches to state management and relations with the people. One with values of the European Union, and the other with deprivation of freedom. It is necessary to make at least four branches on each side with multiple choices.**
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| *What methodology / activities are used for assessment?*Other thoughts about this lesson plan:* **Evaluate students based on their participation in the Minecraft activities, reading and presenting knowledge from sources of evidence and making Gamebooks with the theme about leader in Eastern Bloc countries.**
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