**Lesson plan about teaching EU-Content with Minecraft, Gamebooks, Treasure-Hunts**

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| Topic  **Teaching EU aims and values with Minecraft, Gamebooks, Treasure-Hunts and other applications**  Lesson title:  **What EU goals and values ​​will the young generation improve, create and implement in the nearest future** |
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| Lesson brief description  The lesson will teach students to find and to analyse the aims and values of the European Union and will present the list of analysis of what EU aims and values are functioning properly, and which one need to be improved, modified and implemented in the reality. |
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| Time (Lesson duration):  45 - 180 minutes |
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| Methodology: (group, individual, peer assessment, brainstorming, etc…)  Brainstorming,  individual work,  team work,  the use the digital tools and applications. |
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| Materials needed:  On-line applications   * Minecraft * Goosechase * Interactive fiction app * Quizizz.com * Kahoot.com * Treasure hunt * Google.com |
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| Students’ age:  15 – 18 years old |
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| Aims/Goals or SWBATs (Students will be able to......)  Students will be able to research:   * The information from EU website and analyse it; * Brainstorm ideas (individual or in the team) about the EU aims and values what are implemented and functioning properly; * To organise discussions based on personal experiences about EU aims and values, what needs to be improved or changed.   Students will be able to choose one of the applications:   * Minecraft; * Gamebook; * Treasure-hunt app   to create a game / an interactive book / treasure-hunt game based on personal choice and decision to promote a chosen aim and value from EU website and make own suggestion for the improvement. |
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| Lead-in *What’s going to happen here to introduce your students to the topic?* Time 5 - 8 min.  The teacher will introduce the EU website and the main EU aims and values of the EU. Students will have a discussion in the teams. |
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| *What key-concepts could teachers focus on? What needs to be pre-taught?* Time 8 min.  The teacher will demonstrate all possible tools to use to create one of possible educational products: Minecraft game, interactive story or treasure-hunt game.  The teacher will focus on the explanation of the core EU aims and values; the main ideas of the cooperation between the EU countries; the economical, cultural exchange between the EU countries and implementation of EU principals:   * Human dignity. * Freedom. * Democracy. * Equality. * Rule of law. * Human rights. |
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| *List of activities with brief description of each one:*   * Brainstorming about the functioning EU aims and values; * Team discussions based on personal opinions what EU aims and values are not functioning in the reality and need to be improved; * Brainstorming activity what could be done to improve EU aims and values; * Individual activity what EU aims and values should be added to the existing core aims and values of European Union. * Creation of Questionnaire (Kahoot) (optional); * Slide Show presentation (teamwork – suggestions for the new EU aims and values implementation in the nearest future). |
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| *What are other follow up (or homework) activities that can be included?*  Homework for students:   * do own research about EU aims and values; * complete the tasks which are not completed in the classroom (for example, Minecraft game or interactive book or treasure-hunt game). |
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| *What methodology / activities are used for assessment?*  For the evaluation of the students’ knowledge gained, the teacher can use one or two of the following:   * Questionnaire; * Test; * Self-evaluation; * Kahoot game; * Story, created as an interactive book; * The game built with Minecraft app; * A game created with Treasure-hunt app; * Questions – answers competition. |
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| Other thoughts about this lesson plan:  As the plan is only for one lesson and it could be not enough time for students to research, to analyse and also present their own ideas about EU aims and values, the teacher could plan to teach the same topic for the period of several times, let’s say, one lesson per week as finally students will be able to present their own ideas (as a final product) about EU aims and values which suppose to be implemented in the nearest future. |
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