

EDTS240 Assessment 2 Group Task

Website link: <https://edts241designandproduction.blogspot.com.au/>

A welcome page – This page will serve as an introduction and will describe the purpose of the site; why you have created the content being housed. Welcome your students to your site and tell them a little bit about why you have created the site and what type of information they will be able to find here.

Welcome Zoologists! You have been assigned a task! Zootopia is expanding and needs your help to design and create a habitat for one of the new towns. The new town needs your help to create different habitats for its animals. It is your task to research and create the right habitats to suit the new animals! Zootopia is a large and diverse city with a Desert Town, Polar/Tundra Town and Rainforest Town. You are given a list of websites that will be able to help you in your research of the animal kingdom and their habitats.

<https://kids.britannica.com/kids/browse/animals>

Welcome to our site for EDTS240! On this website you will find information on how to complete our project based learning task. We will be interacting with Google Expedition; exploring the various habitats and environments, and Minecraft; students will be creating their chosen habitat through the Minecraft program.

Problem Statement – A real-world scenario needs to be presented that describes the nature and scope of the problem.

Zootopia is expanding and there are three new towns opening; Ocean Town (marine animals), Mountain Town (mountain animals), and Grassland Town (grassland animals). You, as the new zoologists of Zootopia, are required to select **ONE** of these new towns and select **THREE** animals that belong to the chosen town. Once you have selected your town and animals, you are required to design and create this habitat to house these animals through the use of Minecraft.

Assessment Task: - Include stage, subject, skill, strand, thinking skills, learning across the curriculum, content, outcomes, submission instructions, etc. - Use Design and Production Skills to scaffold assessment through nominated Strand

Stage: 1 (Year 2).

Subject: Science.

Strand: Living World.

Skills: Researching and Planning, Identifying and Defining, Producing and Implementing.

Thinking Skills: Design Thinking (DesT).

Learning across the curriculum/General capabilities: Critical and creative thinking, ethical understanding, civics and citizenship.

Driving Question: How can we as zoologists create suitable environments for different animals?

Outcomes:

ST1-4LW-S- Describes observable features of living things and their environments.

Content (Living things live in different places):

- Design and produce an environment to cater for the needs of a living thing (DesT)

Assessment:

Using Minecraft, design and create your chosen habitat to house the chosen animals.

Technology:

The technology platform being used is

- Google Expedition
- Minecraft

Submission Instructions:

With the research component of the assessment task, students are required to present their information on a Google Doc and upload their Google Doc onto Google Classroom. Upon the completion of the diorama, students will be encouraged to present in front of the class.

Activities – include three activities (questions students should be asking, hyperlinks to resources for students to read, activities such as graphing data, etc.) that will guide students to produce a well considered judgment to support their solution to the problem

Activity 1: <https://kids.britannica.com/kids/browse/animals>

Before this task, students are required to explore Minecraft and the animals they are able to use.

Using Britannica Kids, research and explore the three new towns and their habitats; Ocean Town, Mountain Town and Grassland Town.

- Name the Habitat
- Select **three** animals from Minecraft that live in the habitat
- Write **two** interesting facts about that animal. This can include: Where they live? What they eat?

Name of Animal	
Habitat	
Interesting Facts: • •	

Activity 2:

- Choose ONE town (habitat) and explore this through Google Expedition.
- Focus on the features of the environment.
- You are required to answer a series of questions that will come up on the screen as you are exploring.
- Depending on each student's ability, they will either answer the beginner, intermediate or advanced question.

Instructions:

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Activity 3:

- Using the town (habitat) that you have selected for Activity 2 and the three animals that you have researched, prepare a draft diorama of your chosen town using materials such as toilet paper rolls, cellophane, tissue paper, cotton balls etc.

Student sample response – Include a student sample response to the Problem Statement.

I really liked using Minecraft to create the habitat for the animals. I feel like I know a lot more about the different animals that live in grassland environments. It was really cool when we used Google Expedition to explore our habitat. I felt like I was really there! I also liked how we were guided through the habitat. The questions were a little tricky to answer but I was able to learn something new. I really enjoyed this project, it was a lot of fun!

We believe that Minecraft was a suitable program for the students to use as part of their project. The students really enjoyed being creative and imaginative in designing their habitat, whilst also learning new information about living features and their environments. It was a great interactive experience that enabled students to be creators in a project that was engaging for them to be a part of.

Development notes – this page is to house documentation of individual contributions, minutes of all group meetings, issues that arose, etc.

All of the work for this assessment task was completed at University before and after our lectures and tutorials for our EDTS240 Unit.

We established a Google Doc shared amongst each group member in order to work collaboratively for this assessment.

Issues that arose and how we overcame them:

1. Group found it difficult to come up with a big idea that was not too easy but not too complex- keeping in mind it is for Year 2 students (Stage 1). We were interested in focusing on Science and incorporating The Living World strand. We discussed what we believed children at this age would find interesting and engaging. From this we came to the conclusion that we could incorporate themes and ideas from a popular kids film.
2. Designing activities that will be appropriate for year 2 students. In order for the children to design a habitat it would be necessary that they would obtain background knowledge whilst ensuring it is from a reputable source such as Britannica kids.
3. Deciding which technology we should use to include in our PBL. As a group, we wanted to use technology that would be easy to use, engaging and interactive for the students to use as well as something of which we had knowledge on using. This is where we decided to use Google Expedition and Minecraft.

References:

Britannica Kids. (2018). *Animal Kingdom*. Retrieved from <https://kids.britannica.com/kids/browse/animals>

Author, A. A. (2000, Month Day). Title of clip [Video file]. Retrieved from <https://www.youtube.com/watch?v=8yPjqgFZWJ4>

Minecraft. (2018). *Minecraft*. Retrieved from <https://education.minecraft.net/>

Google. (2018). *Google Expeditions*. Retrieved from <https://edu.google.com/expeditions/>



