

Make your own Minecraft controller	
Grade Level: 4-5	CS/DF Standard(s): 4-6.NS D.1, 4-6.NS D.2
Subject Area(Course Taught): Library Skills	
Lesson Outcomes: <ul style="list-style-type: none"> Students will develop a personalized Minecraft Controller. Students will analyze the current keyboard used for Minecraft and propose improvements. 	
Lesson Structure: <ol style="list-style-type: none"> Students will use Minecraft Education to ensure all students know how to navigate the program. Students will analyze the usage of a traditional keyboard when playing Minecraft. Then propose changes to create a better experience If needed an intro lesson on using a Makey Makey to ensure all students know how to use one. Students will draw out their personalized controller using a Makey Makey as a starting point Students will build their personalized controller Students will test their personalized controller Other Students will also test the controllers and provide feedback on the design. 	
Assessment: <ul style="list-style-type: none"> Proposal ideas will be reviewed Drawings for personalized controllers will be reviewed to ensure it meets the need and areas of proposed changes/improvements. 	
Materials (add links to needed websites or resources) : <ul style="list-style-type: none"> Chromebooks https://makeymakey.com/ https://education.minecraft.net/en-us Makey Makey Kits for students Extra wires and copper tape Other miscellaneous items, anything students can think of to use. I have a makerspace junk box 	
Resources: (Include equipment required/ Links to materials for class and/or for teacher preparation) Chromebooks	

