

**Erasmus+ Project: ‘Smart Education: Explore CLIL by Using Robotics’ -  
code number: 2018-1-DE03-KA229-047198**

**By Pedro Dias / Joaquim Costa**

<b>Topic:</b>	English and Sciences using de “Minecraft Education - Work in extinct animals”	
<b>Age:</b>	12-16	
<b>Time:</b>	120 min	
<b>Competences:</b>	English language skills / ICT Skills/ Natural Sciences	
<b>Aim of this lesson:</b>	Learning about extinct animals using the game “Mind Craft” Educational	
<b>Introduction:</b>	Using a gaming platform, students will learn about extinct animals.	
<b>Tools:</b>	Computer / Projector / Mind Craft Educational	
<b>Process</b>		
	<b>Step 1</b>	15 min
	Teacher make a presentation and show student how to use mind craft educational. Explain what is the main purpose of the task and what results are expected.	
<b>Teachers notes (if needed)</b>		
	<b>Step 2</b>	85 min
	Students in groups of two explore the game and try to reach the end of the game.	
<b>Teachers notes (if needed)</b>	Teacher helps students and give personalized support.	
	<b>Step 3</b>	5 min
	Group check point about the gaming process.	
<b>Teachers notes (if needed)</b>	Ask if some students have visited Portugal and how was their experience.	
	<b>Step 4</b>	15 min
	Brain storming and group discussion about the results of the game and about what they learn regarding extinct animals.	
<b>Teachers notes (if needed)</b>	Teacher need to be the moderator of the discussion.	