

Switched on Minecraft activities

Phase	Activity number	Activity title	Topics	Subject programme of study links
Key Stage 1	1	We can create characters	<ul style="list-style-type: none"> All about me Pixel art Creativity 	Art and design: <ul style="list-style-type: none"> Develop a wide range of art and design techniques English: <ul style="list-style-type: none"> Link reading to own experiences Familiarity with key stories Maths: <ul style="list-style-type: none"> Length and height
	2	We can build a story journey	<ul style="list-style-type: none"> Traditional tales Fables Storytelling 	English: <ul style="list-style-type: none"> Familiarity with traditional tales (Y1) Maths: <ul style="list-style-type: none"> Sequence of events (Y2) Count to and across 100
	3	We can build an allotment	<ul style="list-style-type: none"> Keeping healthy Where food comes from Materials 	Maths: <ul style="list-style-type: none"> Count in multiples of twos, fives and tens Science: <ul style="list-style-type: none"> Plants need water, light and a suitable temperature (Y2) Importance of right amounts of different types of food (Y2) Computing: <ul style="list-style-type: none"> Use technology safely and respectfully
	4	We can create a seasonal scene	<ul style="list-style-type: none"> Seasons Celebrations Festivals 	Science: <ul style="list-style-type: none"> Changes across four seasons Weather associated with seasons Maths: <ul style="list-style-type: none"> Dates Religious education: <ul style="list-style-type: none"> Religious festivals
	5	We can create a farm	<ul style="list-style-type: none"> On the farm Animal life Where our food comes from 	Maths: <ul style="list-style-type: none"> Pictorial representations of numbers English: <ul style="list-style-type: none"> Writing for different purposes Science: <ul style="list-style-type: none"> Identify and compare common animals
	6	We can build historical houses	<ul style="list-style-type: none"> The Great Fire of London Storytelling Creative writing 	History: <ul style="list-style-type: none"> British history Maths: <ul style="list-style-type: none"> Multiplication and division facts (Y2) Multiplication and division problems (Y3)
Lower Key Stage 2	7	We can climb into the canopy	<ul style="list-style-type: none"> Plants Rainforests 	Science: <ul style="list-style-type: none"> Functions of different parts of flowering plants English: <ul style="list-style-type: none"> Organisational devices in non-narrative material
	8	We can create mosaics	<ul style="list-style-type: none"> The Romans Designers and makers 	Maths: <ul style="list-style-type: none"> Symmetry in 2-D shapes (Y4) Complete a simple symmetric figure (Y4) History: <ul style="list-style-type: none"> Roman Empire Art and design: <ul style="list-style-type: none"> Develop techniques in different kinds of art, craft and design
	9	We can create a conservation area	<ul style="list-style-type: none"> Conservation Our world 	Science: <ul style="list-style-type: none"> Changing environments (Y4) Geography: <ul style="list-style-type: none"> Human geography Computing: <ul style="list-style-type: none"> Search technologies
	10	We can build a theme park ride	<ul style="list-style-type: none"> Our bodies Non-fiction texts 	Science: <ul style="list-style-type: none"> Teeth in humans English: <ul style="list-style-type: none"> Retrieve and record information from non-fiction Organisational devices Computing: <ul style="list-style-type: none"> Use technology safely
	11	We can build an air-raid shelter	<ul style="list-style-type: none"> World War II Creative writing 	History: <ul style="list-style-type: none"> British history Maths: <ul style="list-style-type: none"> Area of rectilinear shapes 2-D and 3-D shapes English: <ul style="list-style-type: none"> Plan writing Organisational devices
	12	We can create world cities	<ul style="list-style-type: none"> Faraway lands Buildings The environment 	English: <ul style="list-style-type: none"> Retrieve and record information from non-fiction Geography: <ul style="list-style-type: none"> Understand similarities and differences through study of human and physical geography
Upper Key Stage 2	13	We can make a treasure trail	<ul style="list-style-type: none"> Maps The great outdoors 	Geography: <ul style="list-style-type: none"> Communicate geographical information in a variety of ways Computing: <ul style="list-style-type: none"> Design, write and debug programs English: <ul style="list-style-type: none"> Identify the audience for and purpose of the writing
	14	We can create a movie	<ul style="list-style-type: none"> Film Theatre 	English: <ul style="list-style-type: none"> Prepare poems to read aloud and perform Maths: <ul style="list-style-type: none"> Time
	15	We can build a temple of faith	<ul style="list-style-type: none"> Faith studies Celebrations 	Religious education: <ul style="list-style-type: none"> Features of religious buildings Maths: <ul style="list-style-type: none"> 3-D shapes English: <ul style="list-style-type: none"> Spoken language for speculating, hypothesising, imagining and exploring ideas
	16	We can build a 3-D puzzle game	<ul style="list-style-type: none"> Mazes Creative/logical thinking 	Design and technology: <ul style="list-style-type: none"> Use design criteria English: <ul style="list-style-type: none"> Writing for a wide range of purposes Computing: <ul style="list-style-type: none"> Be responsible, competent, confident and creative users of ICT Use search technologies effectively
	17	We can build our school playground	<ul style="list-style-type: none"> Humanities Our environment Where we live 	Maths: <ul style="list-style-type: none"> Perimeter of composite rectilinear shapes Convert between different units of metric measure English: <ul style="list-style-type: none"> Speaking and listening Design and technology: <ul style="list-style-type: none"> Generate, develop, model and communicate ideas
	18	We can build a sporting venue	<ul style="list-style-type: none"> Sport Entrepreneurs Keeping healthy 	Maths: <ul style="list-style-type: none"> Solve problems involving similar shapes Solve problems involving calculation and conversion of units of measure Estimate volume and capacity Design and technology: <ul style="list-style-type: none"> Use research and develop design criteria to inform design