MEDIEVAL

MINECRAFT

Introduction

It is the Middle Ages. It is a time of struggle for many of Europe's people. Marauding invaders, war, disease, and the occasional famine are all constant concerns. Most people spend their lives just trying to survive. Fortunately, they have you, the best king or queen anyone could hope for. Your task, as the ruler of your people, is to create a kingdom that will improve the lives of your people and keep them safe. Follow the steps below to create a kingdom that will survive these dark times and maybe even grow to one day become a powerful modern nation-state.

For this project you'll build a medieval manor in Minecraft. You'll need to research the design of medieval castles, churches, and a typical manor, then build it in Minecraft. Just follow the steps below.

Step 1: Research

- Research the design of medieval castles. *Make sure to keep track of your sources* and take notes. Create rough sketches if that will help you. You'll need to be able to label and explain what the different parts of a castle are. Be sure to look at castles from and early and late middle ages and model your castle on one of those.
- Research the design of medieval churches. *Keep track of your sources*. Draw sketches or layouts as needed. You'll need to label and explain what the different parts of a church are. Make sure to look at smaller churches, like what would be found on a manor.
- Research medieval manors. *Note your sources*. What are the other major parts of a medieval manor?
- You'll need to turn in a *properly formatted* bibliography when you are finished. You may use printed and online resources for this project.

Step 2: Build it!

- Build a medieval castle and the surrounding manor in Minecraft: Education Edition. You'll want to use Creative Mode. Be sure to include the church, farm fields, and any other buildings that you might find on a manor, such as a mill house, and blacksmith's shop. Have fun. Be creative. Make your manor as detailed as you'd like.
- Label all the major parts of your manor with signs. Label the parts of the castle and church with signs. Your castle should have at least eight major parts labeled. The church should have at least three or four parts labeled. You'll need to be able to explain what all of these parts are.

Step 3: Present it!

- We'll take turns briefly sharing our manors with the class when we are finished.
- Turn in a *properly formatted works cited/bibliography* in MLA format.

Rubric: This is how your project will be graded.

E	Your project is awesome! You have obviously gone above and beyond the minimum requirements. It is clear you have spent extra time thinking about the little details of your manor and castle, or done extra research. You might have additional features or details in your build, or expanded your map to be more than a manor with a castle. Well done! 50+ points
M	Your project meets the minimum requirements for the project. You have correctly labeled your castle, church, and manor. You can explain what these components are. You have turned in a bibliography and it is properly formatted. Your work demonstrates thought and effort. Nice job. 40-50 points
W	Your project is average. It is not bad, but there may be more than a few mistakes. There might be inaccuracies or missing requirements. Your bibliography might have a minor error. Overall, though, you have done a decent job and show that you have learned about the life on a medieval manor. 35-39 points
N	Are you seriously turning this in? Really? Your project is incomplete or contains major inaccuracies or numerous errors. You are missing major requirements. You may not have followed directions. This grade is unacceptable and you will need to redo your project until you earn at least an M. 0-34 points