



TOLLAND ESTATE

This Lesson Plan has been designed for the teachers and students at Red Hill Public School to participate in a workshop that is focused on introducing and familiarising a new local suburb "Tolland". This workshop will see students participate in a 90-minute workshop allowing them to engage with planning materials using maps and Minecraft Education.

LEARNING OUTCOMES

GEOGRAPHY

- GEe-1: identifies places and develops an understanding of the importance of places to people
- GE1-1: describes features of places and the connections people have with place
- GE1-2: identifies ways in which people interact with and care for places
- GE2-1: examines features and characteristics of places and environments
- GE2-2: describes the ways people, places and environments interact
- GE2-3: examines differing perceptions about the management of places and environments
- GE3-1: describes the diverse features and characteristics of places and environments
- GE3-2: explains interactions and connections between people, places and environments
- GEe-2: communicates geographical information and uses geographical tools
- GE1-3: communicates geographical information and uses geographical tools for inquiry
- GE2-4: acquires and communicates geographical information using geographical tools for inquiry
- GE3-4: acquires, processes and communicates geographical information using geographical tools for inquiry

SCIENCE AND TECHNOLOGY

- STe-2DP-T: develops solutions to an identified need
- ST1-2DP-T: uses materials, tools and equipment to develop solutions for a need or opportunity
- ST1-3DP-T: describes, follows and represents algorithms to solve problems
- ST2-2DP-T: selects and uses materials, tools and equipment to develop solutions for a need or opportunity
- ST2-3DP-T: defines problems, describes and follows algorithms to develop solutions
- ST3-2DP-T: plans and uses materials, tools and equipment to develop solutions for a need or opportunity
- ST3-3DP-T: defines problems, and designs, modifies and follows algorithms to develop solutions
- ST1-4LW-S: describes observable features of living things and their environments
- ST3-7MW-T: explains how the properties of materials determines their use for a range of purposes

AUSTRALIAN CURRICULUM GENERAL CAPABILITIES

LITERACY

- Comprehending texts through listening, reading and viewing
- Word knowledge
- Visual knowledge
- Text knowledge

NUMERACY

- Estimating and calculating with whole numbers
- Recognising and using patterns and relationships
- Using spatial reasoning
- Using measurement

ICT

- Applying social and ethical protocols and practices when using ICT
- Creating with ICT
- Communicating with ICT

CRITICAL AND CREATIVE THINKING

- Generating ideas, possibilities and actions
- Reflecting on thinking and processes

PERSONAL AND SOCIAL CAPABILITY

- Social management
- Social awareness

ETHICAL UNDERSTANDING

- Reasoning in decision making and actions

INTERCULTURAL UNDERSTANDING

- Interacting and empathising with others

STUDENTS WILL LEARN ABOUT

- **The newly developed local suburb called Tolland.**
- How Tolland Estate will house approximately 500 new mixed-tenure homes including 180 new social housing that fits seamlessly into the local streetscape.
- Approaches to city planning that include a mix of new social, affordable, seniors housing and private housing, along with new community facilities, roads and parks.

STUDENTS WILL LEARN TO

- Use planning maps to learn about a new suburb.
- Use 4D tools such as Minecraft Education to experience the suburb.
- Use mathematical concepts to navigate and build houses, facilities and parks.
- Use geographical skills and concepts to learn and understand the importance of the Tolland estate.
- Use collaborative strategies to plan and build in the Tolland estate.

LEARNING ACTIVITY	
0-15mins	<p>INTRODUCTION</p> <ul style="list-style-type: none"> • Acknowledgement of Country. • Introductions by staff at World of Minecraft and Department of Planning and Infrastructure. • Introduction and explanation of Tolland Estate. • Ask students if they have heard of it. • Look at Planning Maps of Tolland and explain where it is in relation to Red Hill Public School. • Introduce Minecraft/Minecraft Education. • Do a fly through of Tolland in Minecraft on the interactive board for all to see. • Explain how the workshop will run and what they will be expected to do: <ul style="list-style-type: none"> ○ Rules and Expectations (especially Griefing) ○ Game mode of students and the Education settings ○ Identify which class will join Noelene's and those that will join their class teacher. ○ Go through the learning activities <ul style="list-style-type: none"> ▪ Identify what is needed in a new town - infrastructure, natural and man-made resources ▪ Determine which block of land they will collaborate on and build their dream home ▪ Develop the park in the town centre ▪ Build a communal structure (such as a church, hospital, store, fast food outlet) • How to connect to their teachers
15-75mins	<p>CRAFTING</p> <ul style="list-style-type: none"> • Ask teachers to start their world and share their join code to their students. • Students to join – <i>teachers to provide assistance if needed.</i> • Start crafting.
75-90 mins	<p>CLOSE</p> <ul style="list-style-type: none"> • Review activity • Close workshop <ul style="list-style-type: none"> ○ Teacher to save and quit. ○ All students pack-up and close/turn off devices. ○ Thank students and their teachers for attending. ○ Ask teachers to direct students to class. • Dismiss class.