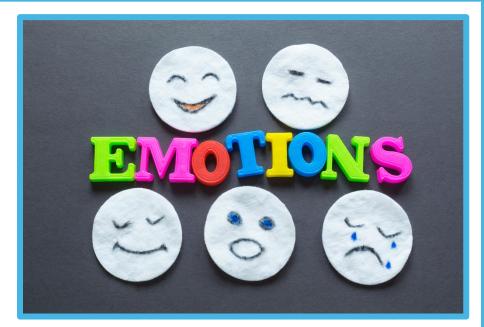# MY EMOTIONS

Challenge: My Emotions (Health and Wellbeing)

**Challenge Duration:
Approx. 4 hours**

Learning Objectives:

- To develop learners understanding of various emotions
- To develop learners understanding of strategies that can be implemented to support themselves and others when feeling unwanted emotions
- Use a variety of Minecraft: Education Edition tools (i.e. crafting tools, architecture, NPC's, Whiteboard Slates) to convey various emotions.

Areas of Learning and Experience:

The steps within this Challenge offers opportunities to develop:

- **Health and Well-being** - How we process and respond to our experiences affects our mental health and emotional well-being

Cross-curricular skills:

The steps within this Challenge offers opportunities to develop:

- **Literacy-**
    - **Writing**- Planning and organising for different purposes, audiences and context.
    - **Reading -** Understanding, response and analysis
- **Numeracy-** Learning about geometry helps us understand, shape, space and position, and learning about measurement helps use quantify in the real world

DCF:
- **Interacting and Collaborating** – Communication and Collaboration
- **Producing**: Sourcing, searching and planning digital content/ Creating digital content/ Evaluating and improving digital content

Guiding Ideas / Possible questions to ask:

- What emotions have you experienced?
- What strategies have you implemented to help yourself when sad, angry or frustrated?
- What strategies can you use to help others in need?
- What items in your inventory can you use to convey these emotions?

Challenge Overarching Statement:

This Minecraft: Education Edition Challenge has been developed to enrich the delivery of the Curriculum for Wales. Although specific **Areas of Learning and Experience (AoLE)** have been identified in this Challenge these are **not** prescriptive, but the authors interpretation. Educators should interpret this Challenge support document and apply accordingly to the relevant age groups in terms of breadth and depth of application (and considering any other relevant AOLEs).

Within the Challenge support document, appropriate referencing of the cross-curricular skills: literacy, numeracy and digital competence. Where appropriate references have also been given to the Digital Competence Framework (**DCF**) and National Literacy and Numeracy Framework (**LNF**).

At the heart of the Hwb Minecraft: Education Edition Challenge is the development of the four core purposes of Curriculum for Wales and the underpinning integral skills of **Creativity and innovation**, **Critical thinking and problem-solving**, **Personal effectiveness** and **Planning and organising**.

Description:

During this challenge, learners will explore the different emotions that they often experience and more crucially, discuss a variety of strategies that can be used for self-regulation and supporting others.

Learners will be asked to spawn into a new world where they will build an 'emotion village'. More specifically, learners will be assigned a specific emotion and create a building (using Minecraft: Education Edition tools) that conveys that emotion effectively.

Learners will then use a variety of Minecraft: Education Edition tools (such as NPC'S/ Whiteboards/Slates/ Book & Quill) to provide an explanation for what the emotion is and crucial strategies to help overcome the emotion if unwanted.

Learners will explore others' emotion buildings and thus learn all about the various emotions.

Learner Activities	Differentiation	Achievement outcomes
Step one		
Assign learner groups an emotion to research / explorer. **Note:** Possible utilisation of characters from the movie 'Inside Out 'movie could be used as a stimulus. This movie explores the basic emotions of Joy, Sadness, Fear, Disgust, and Anger **Note:** Suggested books – **The Unbudgeable Curmudgeon** by Matthew Burgess, illustrated by Fiona Woodcock **Millie Fierce** by Jane Manning **The Grouchy Ladybug** by Eric Carle **Alexander and the Terrible, Horrible, No Good, Very Bad Day** by Judith Viorst, illustrated by Ray Cruz **When Sophie Gets Angry — Really, Really Angry...** by Molly Bang Encourage learners to write notes, bullet points important information on their designated emotion.	Differentiated texts and websites- different degrees of complexity and explanation.	- Learners can recognise a wide variety of emotions - Learners can define emotions

Step two

Learners to collaborate in groups of five within a flat Minecraft world.

Teacher to explain that their job is to create a piece of architecture to convey their designated emotion.

Provide learners with a given area and perimeter that they must stick to- explain that others will be building their creations around them to form an emotion village.

Encourage learners to use NPC'S and whiteboards outside of their building to introduce their emotion and strategies that can be used to overcome the emotion (if unwanted) or to induce the emotion (if positive).

Differentiation- Mixed attainment grouping.

LA- Learners requiring additional support can use the audio button to read out the text.

Scaffolding- Confident learners to aid in helping others in writing the text.

HA- Encouraged to use subject specific vocabulary.

- Learners can explain and define emotions in a comprehensible manner
- Provide examples of how to deter or induce specific emotions
- Utilise Minecraft: Education Edition features to create their architecture/ emotion building

Step three

When all groups are happy with their specific part of the world i.e. their emotion/architecture, learners will explore all the other groups' emotions, taking all of the explanations and strategies on board.

Learners use the camera and book& quill to take photos of and record key points when exploring other groups' emotions. By the end of the challenge, learners should have complied a booklet detailing every emotion.

LA- Learners requiring additional support can use the audio button to read out the text.

MA- Book & Quill utilised- pictures and key words/phrases depicting strategies given.

HA- Utilise Book and Quill- detailed explanations of each emotion and strategies.

- Review others work- highlighting strengths and areas for improvements
- Extract information from a variety of stimuli

Assessment Opportunities

- Through utilising the book & quill feature, it will be apparent from the booklet created to what degree learners can define emotions and provide strategies to overcome or induce emotions.
- Learners will utilise NPC'S and Whiteboards to depict their emotion and therefore it will allow for an understanding of how effectively they can communicate this information to others and to what degree.

Plenary

Ask the learners the questions below:

- What aspect of this project did you find the most rewarding and/or challenging?
- How would you improve next time?
- Can you name 5 things you have learnt during this project?

Key Vocabulary:

- Emotions- Happy/Sad/Angry/Frustrated/Joyful etc.
- Strategies.
- Help/ Support/ Care
- Building/ Architecture/ World

Resources / Supporting files:

- Minecraft: Education Edition
- Books and/or movie clips introducing various emotions