

Washington D. C. Minecraft

Teacher's Guide

The Washington DC Minecraft world portrays the most important landmarks of the Capital of the United States. The buildings are faithful reproductions and placed correctly (except for the Pentagon). There are a few differences from the real place, for example, to my understanding the real Lincoln Memorial doesn't actually move.

Students can use the map in several different ways that are explained in greater detail in the lessons below:

- The players can move about the city in an immersive world.
- There is a story built into the map that has you finding parts for an eco-friendly car.
- There are 17 points-of-interest to explore with facts to discover when you visit them.

Take Your Class on a Grand Tour of Washington DC

This is for a single computer that the teacher will use to show the class.

1. Choose Free Play Mode at the beginning of the game.
2. Choose to play in Creative.

***Note: This will allow you to fly which will get you to the points-of-interest much faster. Ask for help from the students on how to fly in Minecraft if you need to. On a PC you push the spacebar twice (do it really fast).*

3. Go to all 17 points of interest in the game. Use the teleportation function if you want to get there quickly, for example, to go to the National Gallery of Art type "T" on your keyboard then copy and paste this in:

/tp 881 83 321

Hit "Enter" and you're there.

***Note: Coordinates to all 17 points of interest can be found below.*

4. Use the taxi to enter the quiz room. There are 10 questions based on the 17 points of interest. Answers to these can be found at the bottom of the lesson plan. They are under the "In-Game Quiz Answers."
5. There is a multiple choice test for all 17 points of interest that you can print out and use in class. The answer to that quiz is at the very bottom under "Answer Key for the Quiz."

Scavenger Hunt Tour of Washington DC

This is for a computer lab. Each student can have their own computer. You can also divide the class into groups so that each group has a computer.

1. Tell them to choose Free Play Mode at the beginning of the game.
2. Tell them to choose creative mode so that they can fly. This will reduce the time it takes to walk or drive between buildings so that you can focus on the history.
3. Tell them to use the taxi and enter the car lab.
4. Show them the map and how to use it. The car parts are optional, but they aren't necessary to take the in-game quiz at the end.
 - a. Click on a button beneath any car part. The point-of-interest where that car part can be found will show up. For example: if you click "Steering Wheel", words will show up that say it can be found at the Pentagon.
 - b. Its location will also show up on the map as a red dot.
 - c. Compasses can be found near the map. They will point the way to where the red dot is.
5. Give the kids a certain amount of time. Whoever collects the most fact books, or all 17 fact books, is the winner.
 - a. Each fact book can be found at a point-of-interest. They are numbered 1 to 17.
6. Use the Taxi to go to the quiz room. Have kids take the in-game, multiple choice quiz. It uses 10 of the 17 facts making it 10 questions long. Answers to these can be found at the bottom of the lesson plan. They are under, "In-Game Quiz Answers."
7. There is a multiple choice test for all 17 points-of-interest that you can print out and use in class. The answer to that quiz is at the very bottom under, "Answer Key for the Quiz."

Build an Eco-Friendly Car that Runs on Trash

This is for a computer lab. Each student can have their own computer. You can also divide the class into groups so that each group has a computer.

Students will gather car parts to build a car that runs on trash while learning about the history of Washington DC.

***Note: This will take a lot of class time and may not be completed in a single class period.*

1. Have your students choose Story Mode. This means that they cannot fly to the points-of-interest. They will need to walk or ride vehicles. This version of the game will take longer than a single class period.

**Note: Be sure that all students have chosen this mode (no cheating). You can walk around the computer lab and check this. Watch and see if there is a cutscene on their screen. Story mode is the only mode that begins with a cutscene. If a student has chosen free play mode, have them leave the world and create a brand new map. Be sure that they choose story mode.*

2. Go over the rules before they begin.
 - a. Use the map in the car lab to find all 17 points-of-interest.
 - i. Do this by clicking on the car part you want to search for. The point-of-interest will then show up where that car part can be found.
 - ii. There will be a red dot on the map.
 - iii. Take a compass found in a chest on either side of the map.
 - iv. Follow the compass point. It will lead you to that point-of-interest.
3. The student (or group) who has found all 17 fact books, made an eco-friendly car, and earned the patent item by completing the quiz wins the game.
 - a. Check for these items:
 - i. 17 Books titled, [1-17] Fact.
 - ii. They should show you one of their eco-friendly cars (there are a total of 4 eco-friendly cars that show up in the game after they have built the first one). These cars look very different from a regular car in the game.
 - iii. If they have successfully finished the quiz, you should see an item in their inventory labeled: US Patent.

Other Fun Activities

- Have the students choose free play.
 - Have them choose creative mode
1. Build your own memorial. Find a grassy spot and build a memorial to your favorite person or event from history class.
 2. The Vietnam Memorial was designed in 1959 by college student Maya Ying Lin who only earned a B for her troubles. There were many faces lost in the Vietnam Conflict. Choose a face from this website:
<https://www.vvmf.org/Wall-of-Faces/>
Post a sign with that name on the Vietnam Memorial found in the game.
 3. Add a new sculpture to the National Gallery of Art.
 4. Use pistons and redstone to create a secret entrance into the Spy Museum.
 5. Go to Ford's Theatre and build a protective wall around Lincoln's theater box.
 6. Build a rose garden at the White House.
 7. Search for your favorite quote by Martin Luther King Jr. Post it in signs near his memorial.
 8. Write your own book and place it in the Library of Congress.
 9. Find the Smithsonian National Air and Space Museum (it's the building with all of the blocky airplanes and spaceships inside). Build your own airplane or spaceship inside the museum.
 10. Use a book and quill to write a bill about your favorite bubble gum flavor. Don't sign it yet. Take it into the Capital to try and make it into law. First, you must take it to the House of Representatives. Roleplay a debate about which bubble gum flavor should become law. Then go to the Senate and take a vote. If a majority of the class says yes, take it to the white house and sign the book and quill into law.

The In-Game Quiz Answers

1. A
2. D
3. C
4. C
5. A
6. B
7. C
8. D
9. A
10. B

Coordinates for the 17 Points-of-Interest

Instructions: Copy and paste these coordinates into the open chat (for PC press “T”). This will take you directly to that point-of-interest.

For example:

To go to the Vietnam Memorial copy and paste this into the open chat: /tp 370 71 312

Vietnam Memorial

/tp 370 71 312

National Gallery of Art

/tp 881 83 321

International Spy Museum

/tp 870 67 614

Thomas Jefferson’s House

/tp 1009 67 606

White House

/tp 571 83 126

Ford’s Theater

/tp 313 78 63

Iwo Jima Memorial

/tp 223 71 260

Lincoln Memorial

/tp 285 81 371

Korean War Vetran’s Memorial

/tp 331 70 432

Martin Luther King Jr. Memorial

/tp 344 68 473

Jefferson Memorial

/tp 593 79 622

National Archives

/tp 806 96 196

Supreme Court

/tp 1300 75 306

Library of Congress

/tp 1328 79 439

Pentagon

/tp 1312 71 560

Capitol Rotunda

/tp 1112 77 367

United States Capitol

/tp 1131 77 367