

Shared Living Spaces



Session Overview

In this session you will work with the other members of your flat to design your shared living spaces!

Learning Objectives

At the end of this session you should: -

- Created and know your flat's rules.
- Worked with your flatmates to design your communal areas.
- Understand some of the challenges associated with living with other people.

Flat Rules

A Minecraft-style landscape featuring a flat, dark ocean on the left and a stepped, grassy hillside on the right. The hillside is composed of brown dirt blocks with green grass on top, creating a staircase effect. Several trees with green foliage and brown trunks are scattered across the hillside. The sky is a clear, light blue.

Living with Other People

- Living with other people can be stressful at times.
- We each have our own specific ways we like to do things.
- For example, some people are morning people, some people are night owls.

Living with Other People

- Answer the following questions: -
 - Are you a morning person or a night owl?
 - Do you prefer listening to music through headphones or speakers?
 - How often do you wash dishes – after every meal or once a day?
 - What is your least favourite chore?
 - Do you prefer nights out or nights in?
- Do you think any of your answers to the above might effect other people you live with?

Flat Rules

- As you can see, sometimes living with other people can be stressful at times.
- A good way to reduce this stress is to establish a set of flat rules that everyone in the flat agrees to follow.
- These rules should be simple and easy to follow such as: -
 - No loud music before 12:00 and after 22:00.
 - Don't leave dirty dishes lying around.
 - Be quiet when coming in from a night out.

Create Your Flat's Rules

- In your flat try to come up with around 6 rules that you all agree to follow.

A pixelated landscape featuring a body of water on the left, a forest of blocky trees in the center, and a terraced hillside on the right. The text "Designing Your Communal Areas" is overlaid on the scene.

Designing Your Communal Areas

Designing Your Communal Areas

- It's now time to design your communal areas.
- Think about what features you need/would like in your flat such as a kitchen, place to eat, place to play games or watch TV together.
- Make sure to ask everyone in your flat for their ideas.
- Agree as a flat what you want to create before you start creating it.

A Minecraft character with orange hair, a green shirt, and a grey cape stands in a sandy arena. Several chickens are scattered around the character. The background features a large, tiered sand structure under a blue sky.

Extra Challenge

CONTENT TO BE ADDED

A Minecraft-style landscape featuring a body of water on the left, a grassy shore with a series of terraced, grass-covered blocks, and several trees with green foliage and brown trunks. The sky is a clear blue gradient.

Wrapping Up

Learning Objectives Revisited

You should now: -

- Have created and know your flat's rules.
- Worked with your flatmates to design your communal areas.
- Understand some of the challenges associated with living with other people.

A Minecraft boat constructed from wooden planks, floating on a vast blue ocean. The boat has a large, white, stepped sail. A player character is visible on the deck. The text "Any Questions?" is overlaid in a large, white, pixelated font across the middle of the image.

Any Questions?

The End

