

Day 6/Session 1

Learning at University

1. Session Context

- Participants have designed and created a variety of constructions within *Minecraft*'s in previous sessions both individually and co-operatively.
- Participants will have created their own university society in *Minecraft* and showcased their society to other groups and vice versa.
- Participants will have attended a talk on learning at university.
- During this session participants will continue to look at learning at university, exploring example university facilities (lecture hall, seminar room, library, laboratory etc.) in *Minecraft* and considering the differences in the style of learning/teaching that occurs within.
- In the next session participants will look at student finance and budgeting whilst at University.

2. Related Materials

- *D6S1 Learning at University.pptx* - PowerPoint Presentation with animations to be used by the session presenter)
- *D6S1 Learning at University.pdf* – PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.
- *D6S1 Learning at University (Accessible).pdf* – Accessible PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.

3. Expected Learning/Development Outcomes

- Participants will have a general understanding of learning at university.
- Participants will understand the importance of independent learning at university.
- Participants will be able to name different types of university facilities and identify some aspects of the teaching/learning that occurs within.

4. Session Structure

- CONTENT TO BE ADDED.

5. Learning Methods, Activities, and Technologies

- PowerPoint Presentation that clearly sets out the learning objectives of the session from the beginning.
- [Not sure what else to add here].

6. Ensuring Inclusiveness

- For each university facility or type of teaching/learning delivery, explore the accessibility options universities typically offer students such as lecture recordings, loop audio systems, scribes etc.
- Allow time to address any technical issues.
- Allow participants to use chat communication as an alternative to vocal communication.
- Create a friendly environment for the participants (but with clear boundaries and enforcing the agreed code of conduct).
- Materials to be sent in advance (with accessible option).

7. Post-Session Evaluation

- Debrief and review to take place after the session.