

# Day 5/Session 2

## Societies Fair

### 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*.
- During this session participants will showcase the society they have created in *Minecraft* and will also explore the societies created by other groups.
- The next session will look at learning at university including different types of delivery structures (e.g. lecture, seminar, lab etc.) as well as the accompanying environments.

### 2. Related Materials

- *D5S2 Societies Fair.pptx* - PowerPoint Presentation with animations to be used by the session presenter)
- *D5S2 Societies Fair.pdf* – PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.
- *D5S2 Societies Fair (Accessible).pdf* – Accessible PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.

### 3. Expected Learning/Development Outcomes

- The group should have created their society within *Minecraft* and should be ready to showcase their society to other groups, student ambassadors, and staff.
- The group should be able to showcase basic ideas about their society such as what the society is all about and what types of activities members participate in. These ideas should be evidenced through the group's *Minecraft* creation.
- The group should be able to recall features of other groups' societies that they were shown during the session and potentially further their own knowledge of university societies as a result.
- The group should continue to demonstrate developing teamworking skills compared to previous sessions. Some participants may have assumed a specific role within the team and demonstrate the skills associated with this role.

## 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

- Ensure that participants split the responsibility of 'manning' their society's *Minecraft* creation equally amongst the group's members to allow everyone the same opportunity to explore other group's societies.
- Ensure that all members of the group can demonstrate all aspects of the group's creation, even if they do not understand how some elements were constructed.
- Ensure that participants are aware of the requirement for societies to be accessible and inclusive and encourage participants to consider how their society will satisfy these requirements.
- 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.