REDSTONE CIRCUITS

Following a unit on Sustainable energy and electrical circuits students are asked to create a lighting system for a village using daylight sensors

Math & Economics	Science	Climate & Environment
8-10	11-13	

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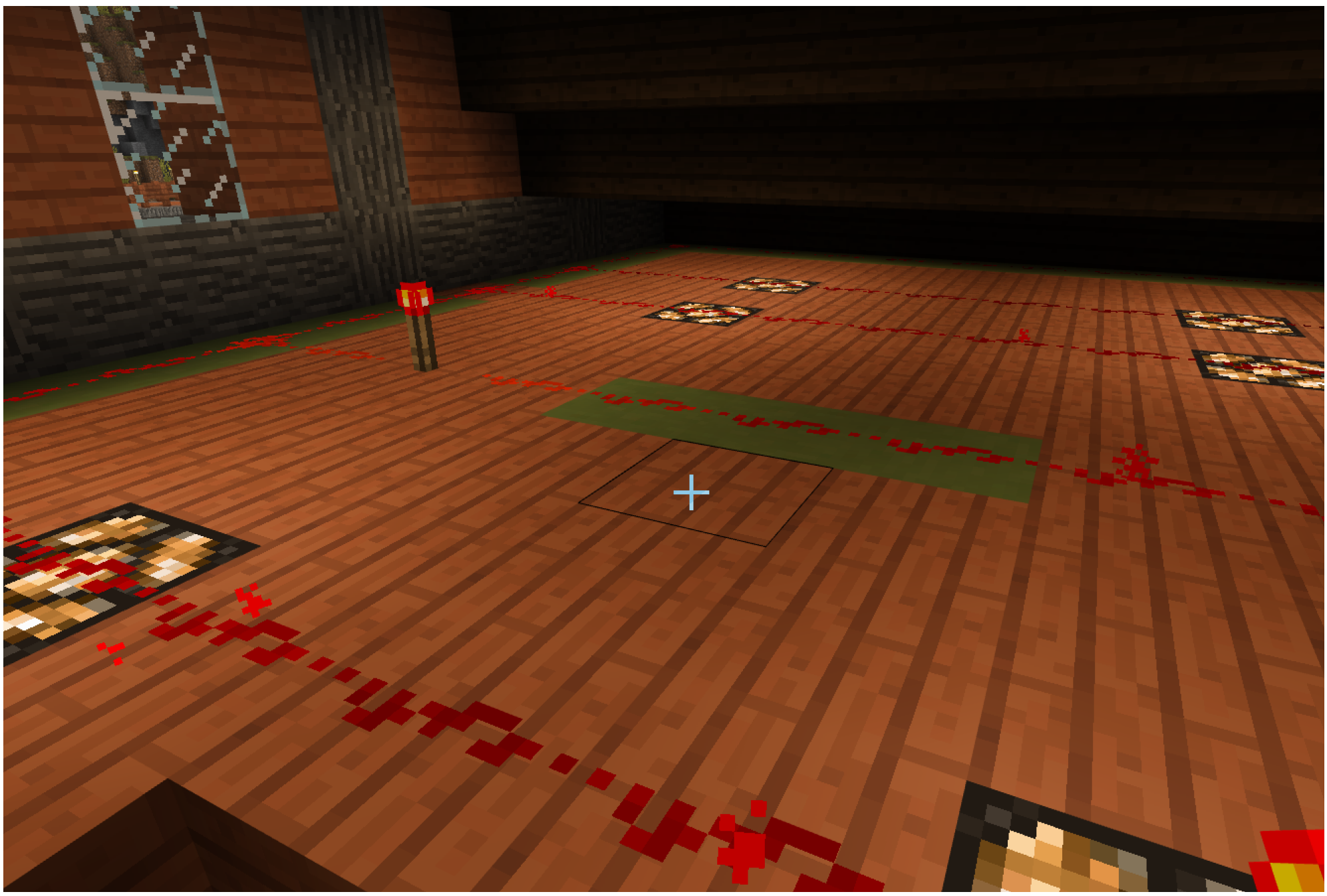

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REDSTONE CIRCUITS

Learning Objectives

Understanding that Energy from a variety of sources can be used to generate electricity; electric circuits enable this energy to be transferred to another place and then to be transformed into another form of energy. Using redstone dust, daylight sensors and switches students need to create a lighting system for a village.

Guiding ideas

- When you mapped out your village did you consider the height of the buildings and how to get the circuit going into the roof?

- Have you used daylight sensors (solar panels) as your power source for the redstone dust?

Student activities

1. Students need to search for a village seed online for them to use.

2. When creating their world students should use the seed they found online and make sure they are in an infinite world, creative mode.

3. Once they have created their world they will need to map out the village using grid paper.

4. Then they must work out the most effective way to power the village using redstone and day light sensors with at least one switch in each house.

5. Redstone circuits should not be visible (aim for under the ground if possible)

6. Each house or building in the village should have their own switch to turn the lights off if they choose.

Performance expectations

Students are expected to use design and creativity when considering how to map out their redstone circuits throughout the village.

Teachers should observe students researching how the wiring of a small town would need electrical wiring either above or below the ground in order to have all houses powered by electricity.

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Skills

Creativity

Critical thinking

Project Based Learning

Estimated time

Unknown

Microsoft

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