



CONFLICT IN STORIES

8-10 yrs old 11-13 yrs old Digital Literacy Reading and Writing

Through exploring a set of related conflicts, players will consider ways they might bring resolution through story-telling and world-building.



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Learning Objectives

- Students observe in-game conflicts to understand the connection between conflicts and stories.
- Students develop story ideas to resolve conflicts.
- Students identify possibilities for world-building to illustrate and resolve conflicts.

Guiding Ideas

- How do conflicts drive stories?
- What are some ways stories can help us imagine resolutions to conflicts we observe?
- How can building worlds in Minecraft help players illustrate conflicts and imagine resolutions?

Student Activities

- Students observe two conflicts in the game: one illustrates character vs nature, the other illustrates character vs character.
- Students make notes about the conflicts they observe at two “stations” before reflecting at a third station.

- Students have an opportunity to build in order to illustrate resolutions or illustrate more conflicts.

Performance Expectations

- Students identify story possibilities for both conflicts they observe.
- Students reflect on the ways conflict drives stories and stories help us communicate about conflicts.
- Students make revisions to a world in order to illustrate conflicts or propose resolutions.

Skills

- Communication
- Creativity

External References

[Conflict lesson note-catcher](#)

As you observe conflicts in this Minecraft lesson, use this document to take notes. Please make a copy of this document.

[World File](#)

Sign in to save notes on this lesson.

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