

## Sustainable Home: Extensions

LEVEL UP your coding skills with [Prodigy Learning](#) and their [Coding Credentials](#) program! The agent is an amazing resource in Minecraft that is often under-utilized by students. Consider checking out Prodigy Learning and their coding courses, and revisiting the lesson to use the agent to help with design challenges, such as building an elevator or creating a labyrinth in the museum gardens.



### Other Extension Ideas:

- As a class, students will discuss what the elements of a sustainable, efficient home are based on what they learned in their world exploration. Your upload of any lesson plan is licensed under the terms of the Microsoft Services Agreement <https://www.microsoft.com/en-us/servicesagreement>
- The teacher will then explain that they will work in small groups to make their own model of a sustainable, efficient home. The goal will be to create a house that can keep an indoor temperature low (if doing this activity in warm weather) or warm (if doing this in colder weather). Students will need to think of what materials would serve as the best insulation to hold in, as well as keep out, heat, depending on the weather. Groups should have access to items such as cardboard for the house structure, cotton for insulation, and black construction paper for “solar panels” on the roof.
- Students should be creative with their design and attempt to use their knowledge from the Minecraft exploration to create their house.
- Once all homes are completed, the students will place thermometers inside of them and record the initial temperature. The houses should then be placed outdoors. Temperatures should be checked and recorded each hour of the day, along with the outdoor temperature.
- After all the data is collected, students will analyze it and determine if their homes were sustainable and efficient. Groups will create a short presentation on their house with the collected data for the rest of the class.