HANDOUT 2 - INSTRUCTIONS FOR BUILDING A HOME IN MINECRAFT

1) You will be working as a team of four to build a home using natural, human, and capital resources.

2) When you finish your house you will give a tour of your house focusing on the following:
   a. Living space (Number of bedrooms? Living room? Kitchen?)
   b. Design and amenities (Flow? Decoration? Functionality?)
   c. Valuable additions (Farm or garden next to the house? Mining tunnel under the house?)
   d. Property selection (Near a waterfall? Near a beach? Does the nearby landscape add or subtract from the home value?)
   e. Which type of resource was most valuable for making the house special?

2) You will have 25 minutes to gather resources. Then you will have 30 minutes to build your homes.

3) Your first task is to gather resources and decide who uses which tool, who gathers which resources, and how you will allocate your resources during the building process.

4) Each team should choose four iron tools to be used by the team communally. You are not allowed to make your own tools.

5) Each team gets 2 furnaces and 1 crafting table.

6) After 25 minutes, you will stop gathering resources and meet at your intended building location to decide how you will build your home.

7) When the allotted 30 minutes is up for building, each team will give a tour of their homes and the class will decide which home they like best based on the elements in Instruction #2.

REFLECTION
Write a reflection on the uses of productive resources in your team project. Address these issues:
1. Reflect on the capital resources you selected. Were they the right ones for your house? How did they affect the outcome of your home?

2. Reflect on how <u>human resources</u> were allocated during the material-gathering process: did you spend enough time and have the right number of people on the tasks?
3. Reflect on how you prioritized <u>natural resources</u> and how those resources contributed to your home value. How did your gathering process affect the physical appearance of the house? Were materials well allocated or does the house look unremarkable?
4. Which resources did you find most valuable in the construction and gathering processes? Can any connections be drawn between how you valued your in-game resources and how resources are valued in the real world?