

SKILLSCRAFT

■ Introduction

Start your Skillscraft journey by taking part in a series of fun minigames, with one linked to each sector – renewable energy, sustainable construction and space technology. These are designed to introduce players to the industry and related job profiles, as well as providing important learning opportunities for each sector.

Each minigame can be completed within a lesson period.

Once players have completed the minigames, you can progress to the build challenge.

■ Teacher preparation

Players will begin in the SDS Headquarters, where they can travel via portal directly to each minigame. Alternatively, players can walk out of the building and explore three paths leading to different Scottish landmarks and find minigames along the way.

Each minigame relates to one of three sectors and has associated lesson plans for each:

- Renewable Energy – build a wind turbine
- Sustainable Construction – harvest logs to repair a broken cabin
- Space Technology – parkour through a rocket ship

Once each minigame has been completed, players will teleport to a free-build zone where they will be presented with a design brief on what to build.

■ Minigame guides

We have created videos for you to play along with. One has been created for each minigame level. You can find the videos here: <http://bit.ly/skillscraft>

■ Learning intentions

Use the world of Skillscraft to explore and understand careers in the renewable energy, sustainable construction and space technology sectors. Gain an understanding of what is involved in each industry, find out more about job roles, and identify meta-skills used in these careers.

■ Student activities

Players will spawn in the SDS Headquarters and are given the choice of leaving the building to explore a range of Scottish landmarks – can you name them? There is also the option of teleporting from inside the building, directly to a minigame of your choice. This is done by entering the relevant portal.

□ Renewable energy:

Speak to each non-player character (NPC) to find out more about the different jobs in the renewable energy sector, collecting pieces of a wind turbine as you go. Once you have all four pieces, place each in the correct order to see your turbine grow!

Once the minigame is completed, players will be teleported to the beach and given a design challenge – to build a music festival powered by renewable energy.

□ Sustainable construction:

Speak to each NPC to find out about the different jobs in the sustainable construction sector, explore the damaged cabin before harvesting wood from the damaged trees. Head back to the Grampian Lodge to access a crafting table. Craft each item and return to the damaged cabin to repair the broken pieces.

Once the minigame is completed, players will be teleported to a large grass area and given a design challenge – to build a sustainable tourist resort.

□ Space technology:

Speak to each NPC to find out about the different jobs in the space technology sector, make your way to the rocket and begin to parkour your way up. Each checkpoint platform has a lectern where you can learn the pre-launch sequence for a rocket. Once you're in the cockpit, you'll need to activate levers in the order of launch sequence to be launched to the moon.

Once the minigame is completed, players will be teleported to the moon and given a design challenge – to build a colony.

■ Awards

We have created a certificate of completion for you to print for those who take part. Just fill in the participants name, then sign and print your own name in the lower left corner to validate completion. An example has also been included.

