

A303 Stonehenge Through the Ages Game

Go on a journey through time and explore what life was like at Stonehenge across different periods of history.

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Getting started guide

Checklist before you begin

You have installed the latest Education Edition version on your computer or tablet. If you need to install [click here](#)

You have either a trial license or a full license for Education Edition. If you need to purchase a license [click here](#)

“ How to install the game

1. Download the game files by [clicking here](#)
2. Open Education Edition on your computer and sign in
3. Click PLAY on the main screen
4. Then click IMPORT on the bottom right of the screen
5. Navigate to your download folder and import the .mcworld file
6. Click VIEW MY WORLDS
7. Then click the game and click PLAY

This will need to be done for each computer you wish to use. Please contact your IT department for the most efficient way to do this

KS2 Lesson Plan - A303

Stonehenge Through the Ages Game

Introduction

Working with archaeologists on the new A303 Stonehenge Road Scheme in England, this game was developed to showcase the vast history of the Stonehenge area. In this game students will be guided through the past, visiting the Mesolithic era, the Bronze Age, and the early 20th Century, ending on a model of the proposed scheme in the future. They will then be asked to complete different tasks in each period, and can document all of it using a camera, book, and quill.

Learning Objectives

- “ 1. Complete tasks at each period and answer the questions at the end of each level using the workbook.
- 2. A basic understanding of life in the Mesolithic era, Bronze Age, and early 20th Century in that area.
- 3. An understanding of the different kinds of jobs involved in such a scheme.

Guiding Ideas and Questions

- “ 1. Which era would you most like to live in the most and why?
- 2. How is your life today different to the lives of these people?
- 3. What job role out the ones showcased at the end of the game would you most like and why?

Performance expectations

The students will be expected to produce a workbook with answers to each of the questions (two

questions per period), complete the tasks set in each period, and take pictures of their journey.

Lesson Structure

The video below is a guide on how to play through the lesson

Part 1 -

Before they start please explain what Highways England does -

'Highways England manage and improve England's motorways and major A roads, helping our customers have safe, smoother and more reliable journeys. We're the government company which plans, designs, build, operates and maintains England's motorways and major A roads, known as the strategic road network (SRN). Make up of 4,300 miles of motorways and major A roads which are at the core of our national transport system.'

Students will spawn into the Highways England offices. Here they can interact with the NPCs (non-player characters) who will either give them bits of information or say generic greetings.

Allow them to explore for 5 minutes.

At the end of the 5 minutes get them to go to the large computer at the end of the offices and wait there. They are not to click on the computer, or teleport to the scheme, until the next part.

Part 2 -

Get the students to click on the large computer. They can then click the button to be teleported to Stonehenge. Here they can explore Stonehenge in Minecraft and talk to the NPCs around the map to find out facts. If you are wanting to complete the game faster, allow them a few minutes to explore, otherwise allow them to explore for as long as they want. Get them to click on Professor When once they are finished.

Part 3 -

The students will be teleported to the Mesolithic Era. Professor When will explain details to them and they can get a workbook and camera to capture things that interest them. In the distance is the time traveller's hut that they will head to once they are done is this period. They can then head over to the main site. If you are wanting to complete the game faster allow them 5 minutes to talk to the local NPCs, who will give them information about life during this time.

Once they have spoken to the NPCs, they can then complete the task. For this era the task is to gather 10 hazelnuts and 10 crab apples for the community. Either allow them 5 minutes to complete this, or as long as it takes.

Once they have done this (or time is up) they can head to the time traveller's hut. Here they must answer two questions on the period using their workbooks -

Question 1 - What type of stone do Mesolithic people use most often to make tools? (*Flint*)

Question 2 - What are some of the animals they hunt? (*Aurochs, wild boar, deer*)

Once they are done, they can click on Professor Where to continue. As this is Key Stage 2, they should select the Bronze Age.

Part 4 -

The students will be teleported to the Bronze Age. Professor When will explain details to them. In the distance is the time traveller's hut that they will head to once they are done is this period. They can then head over to the main site. If you are wanting to complete the game faster allow them 5 minutes to talk to the local NPCs, who will give them information about life during this time.

Once they have spoken to the NPCs, they can then complete the tasks. The first task is to herd cattle and sheep into separate pens. The second task is to harvest barley, plant more for the community and use it to make bread.

Once they have done this (or time is up) they can head to the time traveller's hut. Here they must answer two questions on the period using their workbooks -

Question 1 - What is the name of the people who brought their knowledge of metal over to Britain? (*Beaker*)

Question 2 - What do people use to make warmer clothes? (*Wool from sheep*)

Once they are done, they can click on Professor Where to continue. As this is Key Stage 2, they should select the 20th Century.

Part 5 -

The students will be teleported to the early 20th century. Professor When will explain details to them. In the distance is the time traveller's hut that they will head to once they are done is this period. They can then head over to the main site. If you are wanting to complete the game faster allow them 5 minutes to talk to the local NPCs, who will give them information about life during this time.

Once they have spoken to the NPCs, they can then complete the task. For this period, they will be asked to use the camera to take aerial photographs of Stonehenge.

Once they have done the task (or time is up) they can head to the time traveller's hut. Here they must answer two questions on the period using their workbooks -

Question 1 - What kind of aircraft was used to take the first aerial photographs? (*Hot air balloon*).

Question 2 - How long was the aerodrome here for? (*4 years*)

Once they are done, they can click on Professor Where to continue. They will only have one option this time.

Part 6 -

The students will now be teleported to the future road scheme. Here they can interact with various NPCs who will give them facts about the scheme and talk to NPCs who will tell them about their job roles. This is the end of the game, allow them as much time as is available to talk to the NPCs, and they may start the game from the beginning if there is time by clicking on the computer NPC.

KS3 Lesson Plan - A303

Stonehenge Through the Ages Game

Introduction

Working with archaeologists on the new A303 Stonehenge Road Scheme in England, this game was developed to showcase the vast history of the Stonehenge area. In this game students will be guided through the past, visiting the Mesolithic era, the Neolithic era, the Bronze Age, Roman Britain, and the early 20th Century, ending on a model of the proposed scheme in the future. They will then be asked to complete different tasks in each period, and can document all of it using a camera, book, and quill.

Learning Objectives

1. Complete tasks at each period and answer the questions at the end of each level using the workbook.
2. A basic understanding of life in the Mesolithic era, Neolithic era, Bronze Age, Roman Britain, and early 20th Century in that area.
3. An understanding of the different kinds of jobs involved in such a scheme.

Guiding Ideas and Questions

- “ 1. Which era would you most like to live in the most and why?
- 2. How is your life today different to the lives of these people?
- 3. What job role out the ones showcased at the end of the game would you most like and why?

Performance expectations

The students will be expected to produce a workbook with answers to each of the questions (two questions per period), complete the tasks set in each period, and take pictures of their journey.

Lesson Structure

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Allow them to explore for 5 minutes.

At the end of the 5 minutes get them to go to the large computer at the end of the offices and wait there. They are not to click on the computer, or teleport to the scheme, until the next part.

Part 2 -

Get the students to click on the large computer. They can then click the button to be teleported to Stonehenge. Here they can explore Stonehenge in Minecraft and talk to the NPCs around the map to find out facts. If you are wanting to complete the game faster, allow them a few minutes to explore, otherwise allow them to explore for as long as they want. Get them to click on Professor When once they are finished.

Part 3 -

The students will be teleported to the Mesolithic Era. Professor When will explain details to them and they can get a workbook and camera to capture things that interest them. In the distance is the time traveller's hut that they will head to once they are done is this period. They can then head over to the main site. If you are wanting to complete the game faster allow them 5 minutes to talk to the local NPCs, who will give them information about life during this time.

Once they have spoken to the NPCs, they can then complete the task. For this era the task is to gather 10 hazelnuts and 10 crab apples for the community. Either allow them 5 minutes to complete this, or as long as it takes.

Once they have done this (or time is up) they can head to the time traveller's hut. Here they must answer two questions on the period using their workbooks -

Question 1 – What type of stone do Mesolithic people use most often to make tools? (*Flint*)

Question 2 – What are some of the animals they hunt? (*Aurochs, wild boar, deer*)

Once they are done, they can click on Professor Where to continue. As this is Key Stage 3 they should select the Neolithic Era (they will be going to all the periods, but they get to explore more than Key Stage 2).

Part 4 -

The students will be teleported to the Neolithic Era. Professor When will explain details to them. In the distance is the time traveller's hut that they will head to once they are done is this period. They can then head over to the main site. If you are wanting to complete the game faster allow them 5 minutes to talk to the local NPCs, who will give them information about life during this time.

Once they have spoken to the NPCs, they can then complete the tasks. For this era the first task is to make axes for the community, and the second task is to build a long barrow. If you are wanting to complete the game faster, you can skip the second task.

Once they have done these tasks (or time is up) they can head to the time traveller's hut. Here they must answer two questions on the period using their workbooks –

Question 1 – What are some of the 'new' animals the Neolithic people raise? (*Sheep and pigs*)

Question 2 – What are their homes made out of? (*Wood, daub, thatch*)

Once they are done, they can click on Professor Where to continue. They will only have one option this time.

Part 5 -

The students will be teleported to the Bronze Age. Professor When will explain details to them. In the distance is the time traveller's hut that they will head to once they are done is this period. They can then head over to the main site. If you are wanting to complete the game faster allow them 5 minutes to talk to the local NPCs, who will give them information about life during this time.

Once they have spoken to the NPCs, they can then complete the tasks. The first task is to herd cattle and sheep into separate pens. The second task is to harvest barley, plant more for the community and use it to make bread.

Once they have done this (or time is up) they can head to the time traveller's hut. Here they must answer two questions on the period using their workbooks –

Question 1 – What is the name of the people who brought their knowledge of metal over to Britain? (*Beaker*)

Question 2 - What do people use to make warmer clothes? (Wool from sheep)

Once they are done, they can click on Professor Where to continue. As this is Key Stage 3 they should select Roman Britain (they will be going to all the periods, but they get to explore more than Key Stage 2).

Part 6 -

The students will be teleported to Roman Britain. Professor When will explain details to them. In the distance is the time traveller's hut that they will head to once they are done is this period. They can then head over to the main site. If you are wanting to complete the game faster allow them 5 minutes to talk to the local NPCs, who will give them information about life during this time.

Once they have spoken to the NPCs, they can then complete the task. For this era, they are asked to continue to build a path that connects this community to the market.

Once they have done the task (or time is up) they can head to the time traveller's hut. Here they must answer two questions on the period using their workbooks -

Question 1 - What are some of the things Romans built in England? (*Roads, towns, forts, baths, temples, marketplaces, amphitheatres*)

Question 2 - What do the people have to pay to the Roman Empire? (*Taxes*)

Once they are done, they can click on Professor Where to continue. They will only have one option this time.

Part 7 -

The students will be teleported to the early 20th century. Professor When will explain details to them. In the distance is the time traveller's hut that they will head to once they are done is this period. They can then head over to the main site. If you are wanting to complete the game faster allow them 5 minutes to talk to the local NPCs, who will give them information about life during this time.

Once they have spoken to the NPCs, they can then complete the task. For this period, they will be asked to use the camera to take aerial photographs of Stonehenge.

Once they have done the task (or time is up) they can head to the time traveller's hut. Here they must answer two questions on the period using their workbooks -

Question 1 - What kind of aircraft was used to take the first aerial photographs? (*Hot air balloon*).

Question 2 - How long was the aerodrome here for? (*4 years*)

Once they are done, they can click on Professor Where to continue. They will only have one option this time.

Part 8 -

The students will now be teleported to the future road scheme. Here they can interact with various NPCs who will give them facts about the scheme and talk to NPCs who will tell them about their job roles. This is the end of the game, allow them as much time as is available to talk to the NPCs, and they may start the game from the beginning if there is time by clicking on the computer NPC.