Pupil Challenge

Quest 3: Viking ship building

There is one activity in this quest:
Activity 1: Longboat design challenge

New words and phrases
Clinker built
Prow
Hull
Symmetrical bow
Manoeuvrability
Look out for these icons in the challenges!

**Spotlight icon**

Your teacher might ask spotlight questions like:

- What are you doing?
- Why are you doing it like that?

**Gesture icon**

When you see the gestures icon it’s your team’s chance to create your own dance move or gesture. Use your gesture to celebrate times when your team does something well or something you are all proud of. Well-known gestures include the **OK** symbol, the **Dab** or the **Floss**.

**Discussion cube icon**

Your teacher might use a set of **discussion cubes** when talking about the skills you have used.

**Recipes icon**

This icon shows that there are useful STEM in Minecraft [Minecraft Recipe videos](#) for crafting and building tips.
Activity 1: Longboat design challenge

Time: 90 min

Mode: Creative multiplayer

Objectives

Make your way to the longboat area: here you will see some ready-made longboats.

Plan

- With your peer/s, think about and discuss the design of your Viking longboat.
- What is your longboat going to be used for, trade or war? The choice is yours. You must use design features and building materials from Viking times.
- What will the design look like from different viewpoints? Use graph paper and scale to draw your 2D plans.
- Working in groups, make your designs fit for purpose. The following considerations will help:
  ✓ What were the dimensions of various Viking longboats (length, breadth and depth are all important considerations)?
  ✓ Consider how you are going to use your 2D paper design to build your longboat to scale in 3D using Minecraft.

Do

- Craft! Remember to use the inventory or create chest/s to stock your longboat with supplies for trade or war.
Review

- See the STEM in Minecraft bigger builds and blueprints resource for a longboat build. Compare this with your design and build. What is the same? What is different? Do you want to make any changes to your build? If you were doing it again what would you do differently?
- Your teacher will give you a discussion cube. Use this to talk about the skills you have used during this challenge.
- Once you are happy with your longboat design present it to the class, explaining what you have built and the reasons for your choices and decisions. If your team has a gesture include it!