Pupil Challenge

**Quest 6: Viking mythology challenge**

There are two activities in this quest:

- **Activity 1: Viking Saga design challenge**
- **Activity 2: Viking battle challenge**

**New words and phrases**

Machinima
Transitions
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: Viking Saga design challenge

Mode
Creative multiplayer

Objectives
- You and your peers will work together in teams to storyboard your Viking saga and create a Machinima video in Minecraft.

Plan
- You will need to think about the main parts of your saga and organise them as a storyboard.
- Include in your storyboard scene-by-scene imagery and text for your Machinima.
- Think about any new elements you will need to craft once in-game to bring your saga to life.
- Each member of your team will need to take on the role of a character in-game. Allocate character roles at this point.

Do
- In-game, make your way to the first location of your saga. Change your avatar’s appearance to reflect the characters in your saga if you wish.
- Craft any new elements required to tell your story.
- Use your storyboard to guide the recording.
- Using suitable software, edit your recording, selecting transitions and effects to enhance your story, experiment with sequences and layer the transitions, sounds, effects, titles and credits.
- Review your film during the process and make ongoing improvements.

Review
- Compare your finished machinima video with your storyboard, what do you like, what could be improved? If you were doing it again would you do anything 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 the machinima video present it to the class, explaining reasons and choices that you have made. If your team has a gesture include it!
Activity 2: Viking battle challenge

Mode
Survival multiplayer

Objectives
• Make your way to the longboat Viking village in the mountains. You will work with your class as a team to battle one of the Vikings’ greatest myths: the Nidhogg!

Plan
• You will need to think about the importance of teamwork and tactics you can use to defeat the enemy. The following considerations will help:
  ✓ Research and craft the best tools and materials to defeat a Minecraft ender dragon, for example a diamond sword or armour, bow and arrows, enchantments and potions, or create a temporary base from the ender dragon in a block the ender dragon cannot destroy.
  ✓ Collectively discuss the importance of teamwork and agree tactics to defeat the creature.

Do
• Once your teacher releases the Nidhogg you cannot remove it, so destroying it is the only option. Remember to work as a team!
• If your avatar is killed in-game you should respawn and return to the battle.
• If you have not managed to defeat the Nidhogg your teacher will end the gameplay.

Review
• Did you defeat the Nidhogg in the time given? Why/Why not?
• Revisit your team tactics and talk about how well you used these in-game. If you were doing it again would you do anything 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 the machinima video present it to the class, explaining reasons and choices that you have made. If your team has a gesture include it!