

## Objective

By the end of this lesson, you will be able to understand and apply basic geometry concepts in Minecraft Math.

## Materials and Prep

- Computer or tablet with Minecraft game installed
- Paper and pencil for taking notes and drawing
- Basic knowledge of Minecraft controls and gameplay

## Activities

### 1. Activity 1: Building Shapes

Open Minecraft and create different shapes using blocks. Start with simple shapes like squares, rectangles, and triangles. Take note of the number of blocks used for each shape.

### 2. Activity 2: Exploring Angles

Use the Minecraft character to explore different angles. Identify right angles (90 degrees), acute angles (less than 90 degrees), and obtuse angles (more than 90 degrees). Draw the angles on paper and label them.

### 3. Activity 3: Finding Symmetry

Create symmetrical structures in Minecraft. Start with simple symmetrical shapes like squares and rectangles. Discuss how symmetrical objects have a line of symmetry that divides them into two equal parts.

## Talking Points

- "Geometry is a branch of mathematics that deals with shapes, sizes, and properties of objects."
- "In Minecraft, we can use blocks to build different shapes like squares, rectangles, and triangles."
- "Angles are corners formed when two lines meet. They can be small or big, and we measure them using degrees."
- "Right angles are like the corners of a square or rectangle. They measure 90 degrees."
- "Acute angles are smaller than right angles. They are like the corners of a triangle."
- "Obtuse angles are bigger than right angles. They are like the corners of a slice of pizza."
- "Symmetry is when an object can be divided into two equal parts that are mirror images of each other."
- "Symmetrical shapes have a line of symmetry that divides them into two equal halves."