**HUNGERCRAFT**

Phase 1: (15 minutes)

Pre-Activity Discussion

Establish world of Hungercraft (75 years before events in the books)

Phase 2: (30 minutes)

Crafting Panem – **BUILDING PHASE**

Use whatever resources are available in your district to build structures. For some, this may mean mining and crafting. (*Server will be in Minecraft Edu mode, meaning you need to craft items and cannot fly, but there is no ‘health’ or ‘hunger’ bar)*

Phase 3: (30 minutes)

Trading/Survival – **TRADING PHASE**

Server will be turned to *survival* mode (monsters turned off). Use the *trading post* for your district to trade with the other one.

Phase 4: (15 minutes)

Reflection (individual Google survey)

Hungercraft is set just 75 years before the stories depicted in the Hunger Games trilogy; before the start of the first games, but after the rebellion and the destruction of District 13 which led to them.

Panem has just gone through a failed rebellion. Everyone has suffered. It’s time to rebuild. You will be sorted into groups - one for District 12 and one for the Capitol - and then set out to rebuild them.

QUESTIONS FOR DISCUSSION

* *Who has read the books? Seen the movies?*
* *What is the basic plot?*
* *Does the Capitol need the districts? Why?*
* *Do the districts need the Capitol? Why?*
* *What role do the Hunger Games play within their world? What is the Capitol afraid might happen if there were no Hunger Games?*
* *(if not already said) What led to the creation of the Hunger Games?*

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| --- | --- |
| *THE CAPITOL* | *DISTRICT 12* |
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HungerCraft:

teacher notes:

Before **trading/survival** mode (phase 3), explain that now people can be hurt and they need to eat to survive. District 12 has lots of coal but no food, and the Capitol has lots of food but no coal to cook it.