

A group of Minecraft characters, including villagers and a pig, are gathered in a village square. In the background is a large, multi-story stone building with a thatched roof. The scene is set in a bright, sunny environment with green grass and a clear blue sky. The characters are rendered in the classic Minecraft pixelated style.

Teacher's Guide

TIME TRAVEL AT **UPPAHRA**



A World by Team Workbench



Skillbuilder powered by iamprogrez

SOFIA WINGE



Welcome

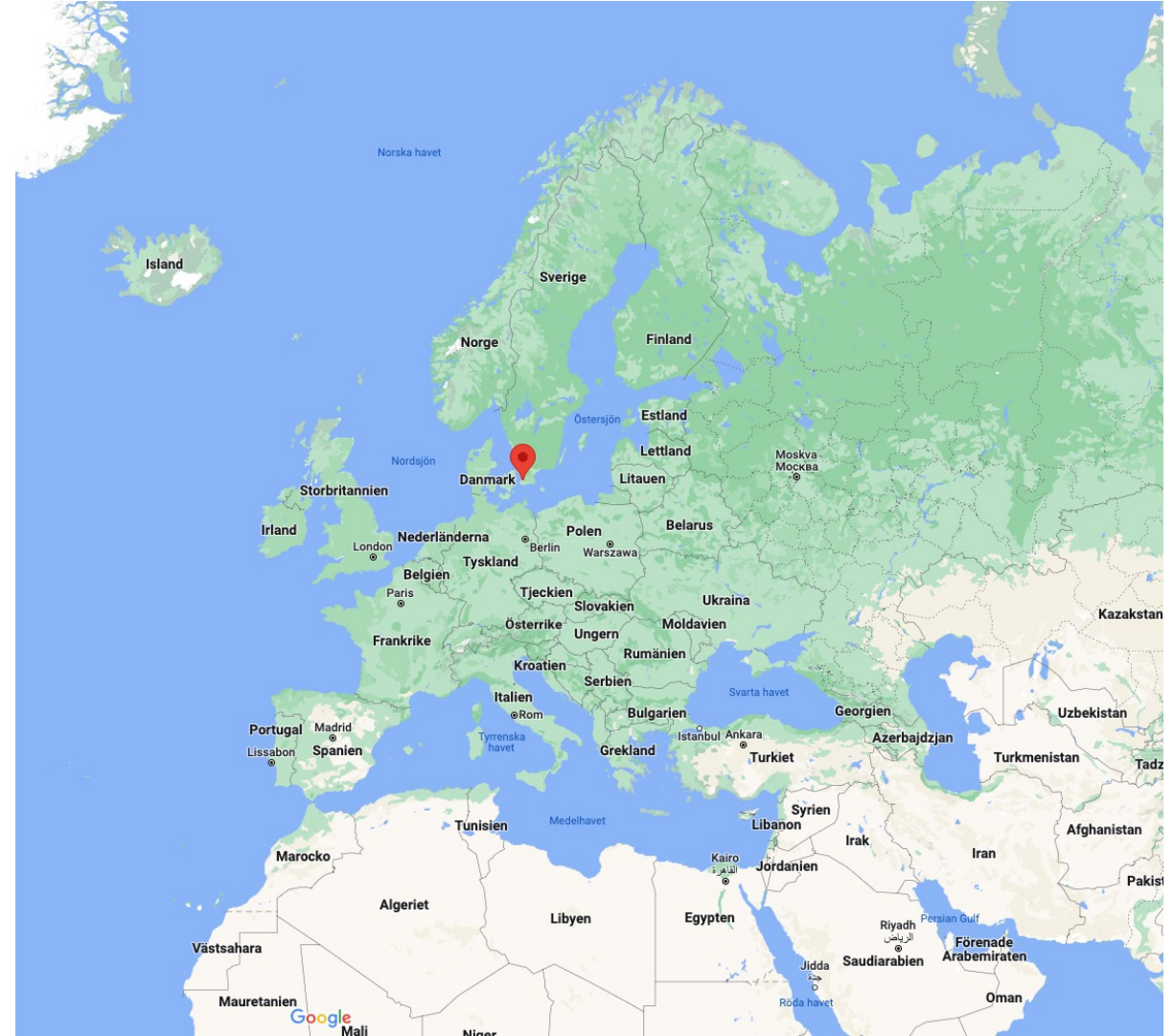
My name is Sofia Winge, and I work for the Uppåkra Archaeological Foundation as an archaeologist and Science Educator.

We are a non-profit organization in the south of Sweden, with the task of promoting a fantastic archaeological site called Uppåkra.

Present Uppåkra vs historical Uppåkra

Did you know that the remains of one of the greatest Iron Age villages in Northern Europe lies hidden in mainland Sweden just north of Malmo? For over 1,100 years, this was a major centre of power. It was the home of a dynasty of rulers, and a holy place where people worshipped the old Norse Gods such as Odin.

Today, there is nothing above ground more than fields. Only 0.2% of the site has been excavated, and we have a unique possibility to rewrite history.



Uppåkra in the Minecraft world

Together with colleagues have and children from local schools participating in the Archaeology School, we have started to unravel the mysteries of Uppåkra.

By entering this game-based Minecraft map of Uppåkra, you can join in the research and try to find out how the people of Uppåkra lived. Help archaeologists with excavation in the Minecraft map, and travel back in time to unravel the mysteries of the objects you find.

With each discovery you will learn more about the history of Uppåkra, and about different methods and scientific disciplines that archaeologists use to gain knowledge.



How history is written – Interdisciplinary science

There are many paths to knowledge about our past. Archaeology is an interdisciplinary science, meaning archaeologists work with scientists in a variety of disciplines.

That means you gain a broad range of learning goals from working in this field.



CHRISTER FUGLESANG



Hello!

My name is Christer Fuglesang, and I am a member of the Scientific board of Uppåkra. I am also a professor of spaceflight, and an astronaut.

In 2006, I became the first Swede in space!

I am one of the characters in the game. I talk about astronomy and what Iron Age people thought of the moon, sun and stars.

Meet me in the game.

Learning goals

Everything in this Minecraft map can be linked to parts in the curriculum in school, such as History, Language, Geography, Art, Religion and more.

The map is created so teachers can work in a cross-curricular way and find parts you want to highlight more and work in greater depth together in class.

By using this Minecraft map you challenge your students to work with 21st century skills such as collaboration, innovation and digital literacy.

History

Geography

Science

Language

Culture

Economy

English

(if you are a non-English speaking student)

21st Century Skills

Biology

Source criticism

Professions

Lesson overview



Lesson 1:

Quest: The Lost Tooth Mystery (Mandatory)

- Introduction to present Uppåkra
- Time traveling to Pre-roman Iron Age Uppåkra 98 BC



Lesson 2:

Quest: The Necklace in the Marsh

- Time traveling to Pre-roman Iron Age Uppåkra 98 BC



Lesson 3:

Quest: Trading at Uppåkra – The Roman coins

- Time traveling to Roman Iron Age Uppåkra 211 AD



Lesson 4:

Quest: Murder mystery - The Mug

- Time traveling to Migration period Uppåkra 460 AD



Lesson 5:

Quest: The holy grails of Uppåkra

- Merovingian Period Uppakra 551 AD



Lesson 6:

Quest: Train to go on a Viking raid

- Viking Age 840 AD



Lesson 7:

Quest: Tear down the Cult house and build a church

- Viking Age Uppåkra 952 AD

Extra lessons

Quest: Build your own Hall the wooden palace of Uppåkra

- Based on finds from the ongoing excavation at Uppåkra
- Competition, who will make the best interpretation of the hall



Contribute to our research

This game is being tested during 2022-2023. We are grateful for your feedback about how you worked with **Time travel at Uppåkra** in your classroom.

We appreciate any suggestions on how we could make the game better.

The game versus reality

Uppåkra Archaeologists and the Scientific Board

Inside the Minecraft Map you interact with NPC:s (Non-player characters). The names and the identities of these characters are real-life archaeologists working for the Uppåkra Archaeological Centre Foundation, and scientists from the Scientific Board at Uppåkra. In this game you meet a physical engineer and astronaut as well as experts in cognitive science, pedagogy and osteology.

You also have the chance to book a real-life meeting with these archaeologists and scientists through the game to help answer students' questions and create a more profound understanding.

LEARN MORE

AT

[https://uppakra.se/
minecraft/general-
information-english](https://uppakra.se/minecraft/general-information-english)

on how to set up a
digital or physical
meeting.

KATARINA CARLSSON



Hi.

My name is Katarina, and I am chairperson of the Scientific Board. If you have any questions to our members, please contact Sofia Winge and she will let us know.

Sofia.winge@uppakra.se

The ongoing excavations – students' interpretations based on real finds

In 2022 the largest research excavations in Sweden started at Uppåkra. Generations of great halls, wooden palaces that were once the homes of the rulers of Uppåkra, are being excavated.

Many more answers to the secrets of Uppåkra will be revealed, and history will be rewritten for the years to come. One of the goals of this game is to rebuild the great hall.

Students work with the latest results and findings from excavations to create their own interpretation of the building.

They can also take part in a contest. The interpretation closest to the results of excavations ending in 2025 wins the contest.

(See Extra lesson page 50)



HÅKAN ASPEBORG



Hello.

My name is Håkan Aspeborg, and I am a member of the Scientific Board at Uppåkra. I am also leading the excavation of the great hall at Uppåkra together with my team from Lund University.

Why Minecraft Education?

Minecraft Education can be used to spark creativity in the classroom. It is already played by millions of children worldwide, split roughly 50/50 between girls and boys.

Used wisely by a teacher in the classroom, Minecraft can be a platform for learning other subjects that might otherwise be harder to spark interest for. This is called Connected Learning.

Minecraft Education has parts created for use in a classroom setting, for example the NPC (the story teller and the person guiding students in the game)

Who's it for?

10-12 year-olds



How to...

This Minecraft world was created for the Minecraft Education Edition. You need to have Minecraft Education Edition and a Microsoft account to play this world. Any Microsoft account lets you play Minecraft Education Edition for free for up to 10 times.

Download Minecraft Education Edition and Time travel at

<https://uppakra.se/minecraft/general-information-english>



How to set up the game

Set up: We advise you to start with one of the easier worlds together with your students before playing Time travel at Uppåkra, as this world is a little bit more complex than the average game world in the platform.

- 1. Download the Time travel at Uppåkra World from the official Uppåkra website (it can take some time before the world is downloaded)**
- 2. Open the world file (this opens Minecraft Education Edition)**
- 3. Log in with your Microsoft account**
- 4. Play**

Or

- 1. Download the Time travel at Uppåkra World from the official Uppåkra website (it can take some time before the world is downloaded)**
- 2. Open Minecraft Education Edition**
- 3. Click play**
- 4. Click import**
- 5. Select the downloaded world file**
- 6. Open**
- 7. Play**

Questions about Minecraft Education?

If you have any questions about Minecraft Education edition or how it works, go to official Minecraft Education Edition sources and they will help you. If you would like to book a digital or physical workshop, we can recommend Kodcentrum in Sweden on how to work with Minecraft Education in the classroom. Contact emma@kodcentrum.se for more information.



In the classroom

There are different ways of approaching this game. You decide what you are most comfortable with, and what suits you and your class best.

1. Let students jump right into the game so they discover, read some of the texts, do some of the tasks and see what students pick up on. You are not the expert, but you can walk around the classroom and discover the world together with your students.
2. Maybe read some of the texts together, make sure the children visit the website <https://uppakra.se/minecraft/facts-about-uppakra> to get deeper knowledge.

Important for teachers

You don't have to be the experts at Minecraft. Use your skills as educators to navigate your classroom.

Put children in pairs so they collaborate and help each other, even if they are on different computers. Take timeouts, share findings and see how this can work with what you already know and what you need to find out more about. Being the guide, not the expert at Minecraft is a great mindset.

Advice on Classroom rules

To think of:

How do you handle different levels of skills in the classroom?

Sound on or off?

There are some cool effects in this game, as well as tunes chosen for music archaeology. We recommend students to use headphones if they have them, or turn the sound off.

Every teacher knows their classroom well, but here is some general advice from a teacher to teachers using Minecraft in the classroom:

Stop on a regular basis to collect knowledge, raise questions and share experiences. Use the code

Timeout when you want everyone's attention.

Suggested time lapse: 20 minutes then a time-out.

Hands off the computer and screens folded down for best listening. A golden rule to be established before start.

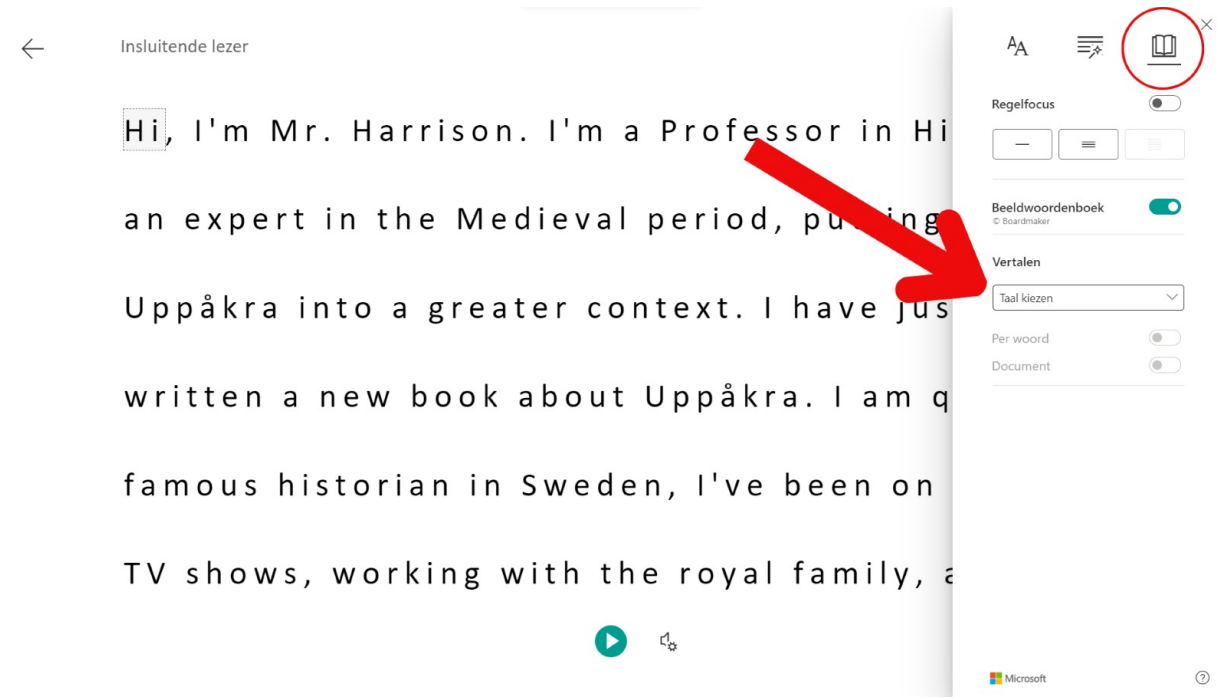
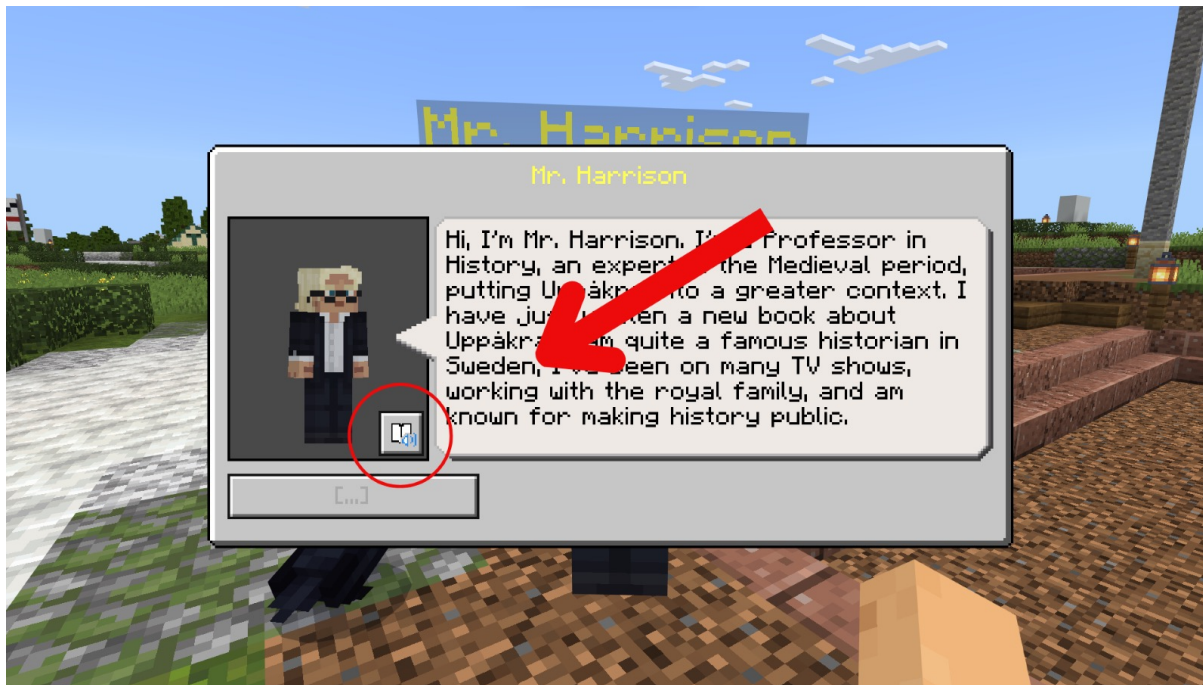
Set the standard of helping each other early. Arrange the classroom so that children can help each other (I've seen this happen in a beautiful way lots of times)

Decide on how you document and make sure this is done throughout the map.

How to translate in the game

This game is in English. It can easily be translated into your choice of language.

A Swedish version of the game is under development.

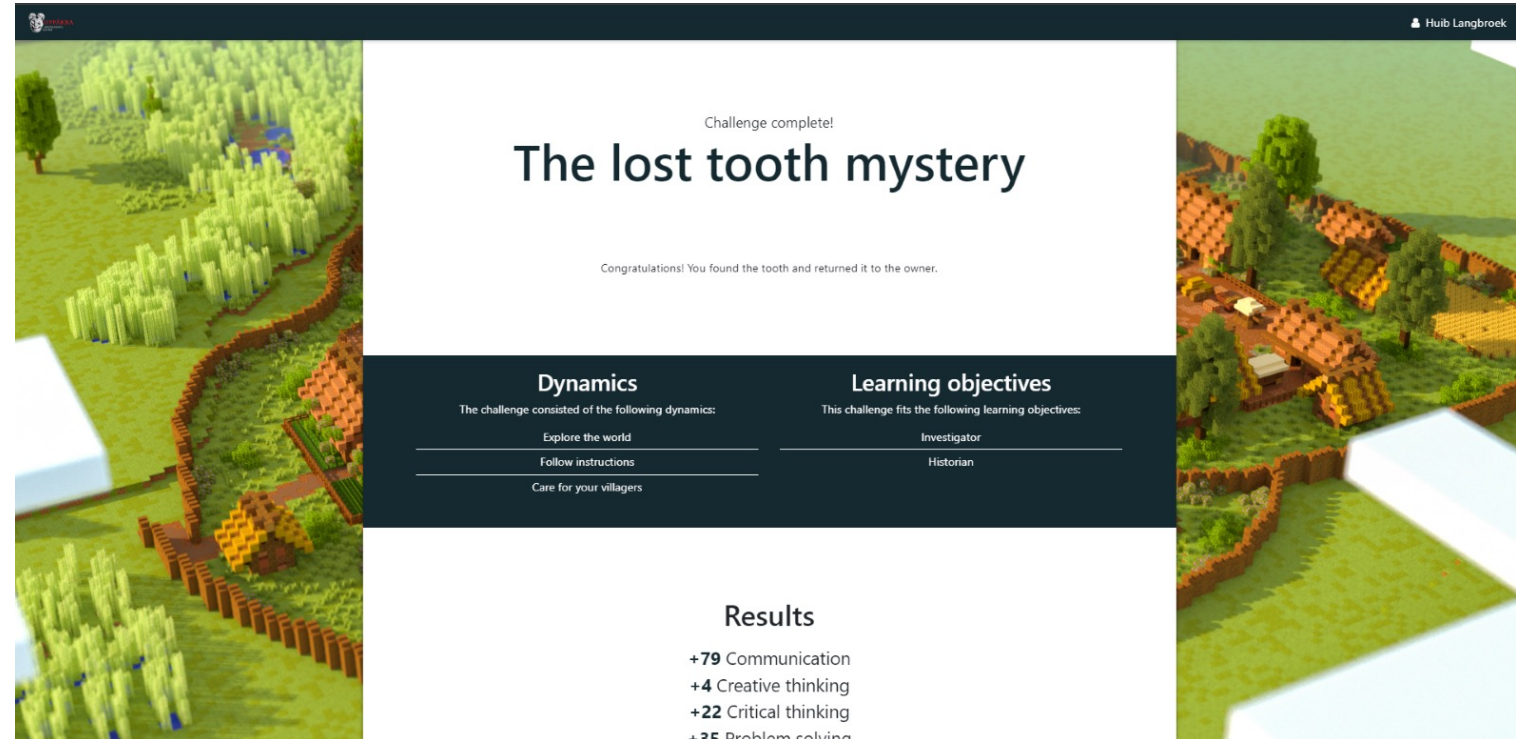


Certificate

Students will get a certificate after each quest. This certificate can be used as proof that a student completed the quest. It also shows what skills they have trained during the quest and what learning objectives they've achieved.

When you click on the certificate link, your web browser will open. It will ask for your Microsoft account details or immediately recognize what Microsoft account you are currently using. Each student will be able to get their personal certificate using these credentials.

You can even review the complete skill profile of a student and see what challenges (quests) they have completed in the past.



The screenshot shows a digital certificate interface. At the top, it says 'Challenge complete!' and 'The lost tooth mystery'. Below this, a message reads: 'Congratulations! You found the tooth and returned it to the owner.' The certificate is divided into two main sections: 'Dynamics' and 'Learning objectives'. The 'Dynamics' section lists three items: 'Explore the world', 'Follow instructions', and 'Care for your villagers'. The 'Learning objectives' section lists two items: 'Investigator' and 'Historian'. At the bottom, there is a 'Results' section showing a list of skills and their corresponding values: '+79 Communication', '+4 Creative thinking', '+22 Critical thinking', and '+35 Problem solving'. The background of the certificate features a stylized, blocky landscape with green hills, a blue river, and a small village with orange-roofed houses.

Challenge complete!

The lost tooth mystery

Congratulations! You found the tooth and returned it to the owner.

Dynamics	Learning objectives
The challenge consisted of the following dynamics:	This challenge fits the following learning objectives:
Explore the world	Investigator
Follow instructions	Historian
Care for your villagers	

Results

- +79 Communication
- +4 Creative thinking
- +22 Critical thinking
- +35 Problem solving

Lesson setup

The Time travel at Uppåkra world is large and is best played in parts. Each part should take approximately 30 minutes to play. This is individual depending on each classroom setup. Combine it with a lesson before or after gameplay to zoom in on certain topics.

The guide below shows the proposed setup for playing parts of the world in the classroom. Parts can be played in order as described below, or in a different order if you prefer.



IMPORTANT.

The only part of the game that can't be skipped is the onboarding/Lesson 1 tooth quest (by the yellow and blue flag, see figure 1). This is designed to guide players through the first steps of Uppåkra World.

After completing each quest the player/student receives their personal certificate which shows the learning goals and the skills they have achieved by completing the quest.

General gameplay

1. Talk to scientists and archaeologists
2. Excavate objects
3. Travel back in time and complete the quest
4. Report your findings
5. Learn more about the history and science involved

To start certain a quest you need to dig up the right item. In the picture in attachment 1 (insert picture), you will find an overview of all the excavation sites and where you can find the correct items to start the quest. Most of the items that children find are actual items that have been dug up at that location.

TIP

In the Minecraft world a black crow called Munin follows you around. You can talk to Munin during quests and he will give you tips or let you cancel the quest and go back to the present.

(Did you know that adding the crow in the game was an idea of one of the students involved in one of the classroom sessions when we created Time travel at Uppåkra world)

The map is really big. There are bikes you can take to go from one point to another. Just click on a bike to get on and press Shift or Space to jump off the bike.





Lesson 1:

Quest The Lost Tooth Mystery

- ➡ Introduction to present time Uppåkra
- ➡ Time traveling to Pre-Roman Iron Age Uppåkra 98 BC

Read to your students:

The first lesson starts with the introduction of Uppåkra and general gameplay of the Uppåkra world. During the first lesson you will go on your first excavation and play your first quest which will bring you back in time to experience the story of the missing tooth.

After completing this first quest, you can play all the other quests in your preferred order.

Game play

1. Follow Sofia to the Visitor Centre
2. Talk to the scientists
3. Start your first excavation
4. Start the Tooth quest (find the tooth)
 - Talk to villagers
 - Find out where the tooth is hidden
 - Give it back to the child
5. Complete the tooth quest
6. Talk to Sofia next to the archaeology school



Learning objectives

Science:

Learn about archaeology

History/Culture:

Learn about Odin and his crows

Biology:

Learn about crows

Science:

Learn about
carbon dating

Cognitive science



TIP

The villagers talk a lot about a certain tree.
You might look there.

If you help one of the villagers find his old
tooth (another villager has it) he will give you
a clear tip on where to look.

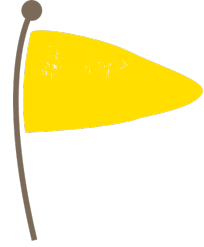
Want to know more?

The tooth in the game is based on an
actual find from Uppåkra. It was found
by 11 year old Ines in 2019.

Go to

[https://uppakra.se/minecraft/facts
-about-uppakra](https://uppakra.se/minecraft/facts-about-uppakra)

Lesson 2:



Quest: The Necklace in the marsh

➡ Time travelling to Pre-roman Iron Age Uppåkra 98 BC

Read to your students:

Find the necklace in the excavation area. Give it to NPC archaeologist Elias and travel back in time.

You arrive back in the same village as the tooth quest. But this time it's getting dark and your mum tells you to hurry up and go to the marshes for an important ceremony.

After getting the necklace you need for the ritual, you hurry towards the marshes. They are not easy to reach though.

Find your way through the labyrinth to find the elders and the Völva (seeress) waiting for you.

Complete the ceremony to complete the quest. Report to Elias to receive the certificate once you're back.

Gameplay

1. Find the necklace
2. Show the necklace to Elias
3. Talk to mum
4. Go to the marsh
5. Find your way through the labyrinth
6. Complete the ceremony
7. Report back to Elias



TIP

If you struggle to go through the marsh 3 times. You will get a compass. The compass shows you if you need to turn left or right. Just before you find the exit, there is a pit you have to jump over. Press the space button at the right moment to jump over it.

Learning objectives:

History/Culture:

Learn about the "Völva"

- Learn about the Goddess Nerthus
- Learn about sacrificial ceremonies

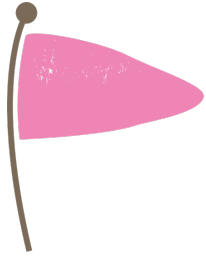
Want to know more?

The Gullåkra marsh = The marsh is 2 Kilometres outside Uppåkra. Findings indicate that it was used for sacrificial ceremonies during the pre-Roman period.

Völva=Seeress. A Nordic version of a shaman or witch who practised magic.

Nerthus = A goddess who may have been worshipped by the earliest inhabitants of Uppåkra

Lesson 3:



Quest Trading at Uppåkra – The Roman coin

➡ Time travelling to Roman Iron Age Uppåkra 211 AD

Read to your students:

Once you find the Roman coins, go back in time and find out about the Cult house. You need to help the master carpenter to finish the building. He needs a list of materials you can get from the market. Talk to the people to find out what materials you need.

Uppåkra used to be an important place for trade. There were lots of materials traded from other regions or countries. Complete the master builder's order to finish the quest.

Game play

1. Find the Roman Coins
2. Get the order from the master builder
3. Talk to traders
4. Trade for the materials you need
5. Give the materials to the master builder
6. Report back to NPC Archaeologist Linda



TIP

You need to read carefully for this quest. The merchants will tell you what they need. Trade among them to get all the materials. If you are really kind to a certain person in the market you might get secret certificate...

Learning objectives:

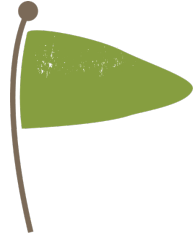
- History/Culture: Learn about the Cult house
- Economics/ Trading with goods
- Geography/History/Culture: Learn about trading in Iron Age Scandinavia and use maps to locate the Roman Empire

Want to know more?

Roman coins = Hundreds of roman coins have been found at Uppåkra. They show the strong connections and interaction with the Roman Empire during this period.

The Cult house, or temple of Uppåkra = A tall, sacred building that stood for hundreds of years next to the great hall (the residents of the leading family) at Uppåkra. It may have been influenced by the Romans who also worshipped their gods in temples.

Lesson 4:



Quest Murder mystery - The Mug



Time travelling to Migration Age Uppåkra 460 AD

Read to your students:

You'll find a burned-down house with three bodies inside it next to the great hall. It was a crime scene. Keep digging to find a ceramic mug that triggers a memory about this tragedy.

In the memory, you'll be in the great hall together with noblemen. They are shocked to find out that the people found in the burned-down house were important rulers of Uppåkra.

Uncle Sven wants you help the noble people get on well together. Your mission is to help them establish treaties between each other. Find out what happened to the three people in the burned-down house.

Game play

1. Find the mug
2. Bring the mug to NPC Archaeologist Linda
3. Talk to NPC Uncle Sven
4. Help the noble people
5. Find the four parts of the tablet
6. Learn about what happened to the dead people.
7. Report to NPC Archaeologist Linda



TIP

Read carefully for this quest. Each noble person will tell you what they want. Once he's told you he won't tell you again. It's OK if you don't get it right away. You can try 3 times before Uncle Sven gets mad.

Learning objectives:

- Science: Osteology
- History/Culture: Diplomacy at Uppåkra
- History/Culture: Runes and written sources
- Source criticism

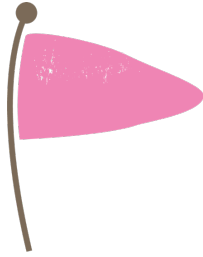
Want to know more?

The mug = Found in the excavation area is made of ceramics and is dated to 400 AD.

Crime Scene = A forensic team came to the conclusion that the burned down house was no accident and that the people had probably been murdered.

Source Criticism = At the excavation area in present time Uppåkra. NPC History professor Dick Harrison gives advice on how to handle written sources.

Lesson 5:



Quest The holy grails of Uppåkra



Vendel Age Uppåkra 552 AD

Read to your students:

The beaker and the bowl are significant finds at Uppåkra. They must have been used for very special occasions. Find the beaker and the bowl and travel back in time.

We find ourselves in an interesting period for Uppåkra. A famine has struck and the people that survived are looking for healing. They are trying to appeal to the gods to help them overcome illness and pray for better days.

Assist the Völva in brewing a potion for the chief. The chief can then attend the ceremony for the gods.

Game play

1. Find the Beaker and the Bowl
2. Bring them to Linda
3. Talk to the Volva
4. Get the materials for the Volva
5. Brew the potion
6. Give the potion to the chief
7. Get the materials for the ceremony
8. Attend the ceremony



TIP

The game should point you to where you need to go. To pick up a chicken, simply click on the chicken to add it to your inventory.

Learning objectives:

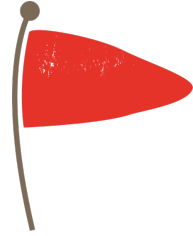
- Science: Astrology and beliefs of the Uppåkra people
- History/Culture: The helmet
- Geology: possible sources that led to the story of Ragnarök

Want to know more?

The bowl and the beaker = Found in the excavation area dates back to around 500 AD.

The bowl was made somewhere in the area around the Black Sea, and the beaker may have been crafted in Uppåkra by a talented goldsmith.

Lesson 6:



Quest Practice before a Viking raid



Viking Age 840 AD

Read to your students:

The object is a figurine depicting what archaeologists believe is a lion. It is a Christian symbol. How did it get here and what happened in Uppåkra at that time?

Go back in time to the Viking age, where the plunders of Vikings brought lots of riches to the village. One of which is this animal figurine that inspires you to become a Viking and join the raids.

Your mum is against it, but with the help of the villagers and the warrior trainers, you get ready for ventures abroad.

Game play

1. Find the animal figurine
2. Bring the object to Elias
3. Talk to your mum
4. Get your gear from the villagers
5. Overcome the warrior training challenges
6. Say goodbye to your mum
7. Report back to Elias



TIP

This quest has different elements where you need to shoot, dodge and wrestle. To shoot, use your mouse to aim and click to shoot. To dodge, watch the warrior closely. When he starts to attack an arrow on the ground will show the direction of his attack.

Sidestep with the arrow keys to dodge the attack. During the wrestling match don't attack the wrestler straight away. He defends himself pretty well. Dodge his attacks and then hit him by clicking on the wrestler. Keep doing that to win.

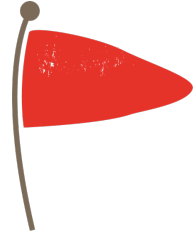
Learning objectives:

- History/Culture: Viking raids
- **Geography:** Vikings trading and raiding in different parts of the world

Want to know more?

The Vikings and the Viking Age =
visit www.uppakra...(faktalänken!)

Lesson 7:



Quest: Tear down the Cult house and build a church



Viking Age Uppåkra 978 AD

Read to your students:

You find an object that might have belonged to the old Cult house. What happened to it?
Back in time we see Uppåkra is in decline. A lot of people are leaving Uppåkra. It's considered a pagan village since most of the region has adopted the Christian faith.

A neighbouring village, Lund, takes over Uppåkra as the most important village in the region. As the people in Uppåkra convert to Christianity it's time to say goodbye to the old gods. This is symbolised by building a church at Uppåkra. Help the villagers to take down the Cult house and build a Church.

Game play

1. Find the wooden post
2. Bring it to Elias
3. Talk to the master builder
4. Tear down the wall
5. Construct your idea of a church
6. Report back to Elias



TIP

When you break down the Cult house wall, make sure you pick up all the blocks you leave behind. After breaking down the Cult house you can create your own version of a church.

When you stand in the building area, open your inventory by clicking 'E' on your keyboard and pick the materials you want to use.

When you've finished building, talk to the master builder to complete the quest.

Learning objectives:

- History/Culture: Christianity and Vikings
- History/Culture: The decline of Uppåkra

Want to know more?

The Vikings, Christianity and the Viking Age = visit
www.uppakra...(faktalänken!)

Extra lessons:

Quest Build your own great hall

Next to the pink flag.

Read to your students:

45 minutes

The greatest archaeological research investigation in Sweden is being carried out at Uppåkra between 2022-2025. Generations of great halls that were once the residency of the most powerful dynasty of Uppåkra will be excavated, and we hope to get lots of answers about the mysteries of Uppåkra. Perhaps we will finally know more about what the buildings looked like and what it they were used for during hundreds of years.

You can help recontruct the great hall of Uppåkra using the same facts as the archaeologists. On this site we will add more information about the finds and results from the ongoing excavation as time goes by.

In this quest, you will handle a variety of sources, and come up with you think is the most likely reconstruction of the great hall.



Send in your contribution to science to
sofia.winge@uppakra.se

We will announce the winner in 2025

Learning objectives:

- Source criticism
- Archaeological process
- Interpretation based on facts