Minecraft: Education Edition

Description

For Minecraft: Education Edition, we have provided a modular workshop approach that allows trainers to customize the materials to suit a variety of professional development opportunities. Using only the "Get to Know Minecraft" workshop, participants can complete the professional development in a 60-90-minute timeframe if necessary. For a full-day approach, trainers will use all available modules, the last of which is a facilitated planning session for attendees to create one of their own lesson plans applicable to their grade level and subject area.

Objectives

- During Get to Know Minecraft, participants will focus on why Minecraft has a place in learning, what Minecraft is, and how Education Edition is uniquely suited for teaching & learning, along with next steps on their journey.
- During the Learn to Play Minecraft module, participants will be led through a facilitated session, learning the controls, crafting, and game features necessary to gain confidence as a Minecraft player and lowering anxiety about game-based learning.
- In Breakout EDU participants will work in teams to solve puzzles presented in a Minecraft world. The theme for these puzzles is the study of Native American history. Ideally, these puzzles open physical locks on a Breakout EDU box, but it can be done with a slide displaying the locks as well.
- In the Minecraft In Your Classroom module, participants will take the role of students, and walk through a learning experience featuring Minecraft as a creative platform. They will also step through all the opportunities for customization and setup of a Minecraft world. Finally, they will sign up and create profiles on education.minecraft.net.

Target Audience

The primary audience for this session is teachers, empowering educators teaching in a variety of settings.

- Grades 1-12
- All subjects/content areas
- Professional Learning Communities
- Teacher Professional Development
- Administrators

Recommended size for this academy is 25 educators with one trainer.

Length

Six-hours (plus a 1-hour recommended lunch)

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Agenda at a glance

TIME	SESSION
15 min	Welcome
75 min	Get to know Minecraft
15 min	Break
75 min	Learn to play Minecraft
60 min	Lunch
75 min	Breakout EDU
15 min	Break
60 min	Minecraft in your classroom
30 min	Closing and next steps

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