



MINECRAFT

EDUCATION EDITION

Minecraft Kickstarter

GET INTO MINECRAFT FOR THE VERY FIRST TIME IN 5 FUN STEPS!

What follows is a low stakes entry to Minecraft Education Edition and in total represents <30-40 minutes of teacher play time and 30-40 minutes of class time. Follow these 5 steps to play first hand, understand the basics of the game, and evaluate how effectively your students might work with it. It is assumed [installation](#) of *Minecraft Education Edition* and account establishment has been completed and tested.

[EDUCATION.MINECRAFT.NET](https://education.minecraft.net)

Teacher Intro Challenge



1. WATCH INTRO VIDEO

Getting to Know Minecraft Education Edition (5.28 minutes)

Ask yourself... What's my role in bringing Minecraft into the curriculum?

<https://youtu.be/6i4DOkxwsi0>



2. PLAY IN THE TUTORIAL WORLD

Play in [this world](#) as much or as little as you need to feel comfortable with the basic possibilities for moving, creating, breaking, collecting, and crafting.

[Learning to Play](#)

3. HOST A STARTER CHALLENGE

Select one of the 30 minute first challenges [Build Challenges](#) to implement in your class/es.

In Class:

Briefly introduce and discuss the chosen challenge with your students. Each should be in a **single player** world working individually or in pairs (no in-world interaction at this stage). While students are working separately in-world, peer conversation, sharing, and support is very much encouraged within the room. This challenge activity is an opportunity for you to see how readily your students rise to a creative challenge and for you to have a practical experience that will help when considering a place where Minecraft might enhance your curriculum.

Instructions to students:

- Open Minecraft, login, select a gender and skin (avatar)
- On the right-hand panel top select Create a new world
- Use the name of the selected challenge to name this new world
- Turn on settings to be Creative - Peaceful - Flat (as shown below)
- Then click Create and begin the chosen challenge.





Walk about the room to observe and talk to students about their activity, discussion and collaboration. What are they doing, thinking, sharing? Students in groups of 2 or 4 can share their solutions to the challenge. *The [Camera and Portfolio](#) objects in the [Minecraft Inventory](#) could be used at this stage to output and caption a screen shot of the completed challenge if desirable.*

4. CLASS REFLECTION

Leave at least 10 minutes for reflection. Then as a class discuss the experience by having **students imagine how and for what they could have used Minecraft in their past lessons, classes or assignments.** You might be very pleasantly surprised by the ideas they will suggest.

5. PLAN YOUR NEXT STEPS

Now consider your upcoming teaching topics/units. Where is the best place to pilot Minecraft in a beneficial way? Plan your pilot and how you can evaluate its effectiveness. There are many Australian and International lessons shared in the [Minecraft lesson library](#) that you can leverage. To keep the ball rolling in the meantime, you might consider a [multiplayer Build Challenge](#) as a next step. How might you plan to leverage in-world communication, collaboration and leadership opportunities?

* *Consult your system or school technical support for the instructions for your specific software installation and network specifics. General installation and account establishment instructions for Minecraft Education Edition can be found [here](#).*

