



Learning Goals:

- to familiarize participants with the basic game mechanics and provide opportunities to practice navigating, utilizing, and managing the digital tool.
- to help participants understand how to bring the game as an educational tool to their classrooms and deliver their first activity with Minecraft: Education Edition.

Day 1 – Minecraft as a Learner

15min – Introductions, Team, Housekeeping, & Agenda

45mins – Placing Your First Blocks Learn Minecraft: Education Edition controls, settings, and how to navigate to gain fluency with the game. - (Camera & Portfolio)

35mins – Build Challenges Complete activities from a set of 30+ classroom build challenges available with Minecraft: Education Edition. Make connections to content areas.

15mins – Exploring Lesson - explore the Minecraft Community website and lesson plans.

10mins - Break

60mins - Managing Minecraft: Education Edition Learn about features, blocks and settings that allow the teacher specific abilities to control the game in the individual learning environment as well as the specifics that may be required by the content or learning objective.

5mins - Break

45mins – Assessment with Minecraft: Education Edition Learn education-specific features and functionality to empower robust learning experiences. (Boards & Book & Quill)

10mins – Review and Wrap Up

Day 2 – Minecraft as a Learner

10mins - Welcome Back/Q&A/Housekeeping

60mins – Assessment with Minecraft: Education Edition Learn education-specific features and functionality to empower robust learning experiences. (NPCs & Slash Commands & Allow & Deny)

**Please note the exact agenda on the day of training might change slightly depending on the general flow of the event and other factors.*



5mins - Break

70mins – Chemistry/Science with Minecraft: Education Edition Gain a deeper understanding about Chemistry and Science functionality available in Minecraft: Education Edition, and how the game supports inquiry and curiosity for all students.

10mins - Break

50mins – Intro to Coding This module is designed to teach participants about Minecraft's computer science applications for all ages.

15mins – Supporting Educators – Continuing the Minecraft: Education Edition Journey Explore resources available to educators to support the continued learning of Minecraft: Education Edition.

15mins - Review, Q&A, Wrap Up w/Surveys and Achievement Codes

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