

Coding with Minecraft: Education Edition Teacher Academy Blended Experience



Description

Coding with Minecraft: Education Edition Two-Day Teacher Academy Blended Experience focuses on the importance of introducing coding to students in an engaging familiar digital environment. Participants will be actively creating, navigating, managing, and using block-based coding in Minecraft: Education Edition. Coding skills are strengthened through online and offline activities. Providing participants with best practices, coding connections, and resources to support educators interested in beginning to integrate coding into current classroom instruction. This experience offers participants the opportunity to engage with resources in a self-paced, individualized, collaborative online experience before and after the onsite training experience.

Objectives

Participants will be confident in:

- basic play movements (moving around, placing/ destroying blocks)
- basic game management (exporting/ importing worlds, classroom settings)
- implementing basic computer science principles with students
- utilizing block-based coding commands through Minecraft: Education Edition
- locating resources to support standards aligned lessons, online training materials, and a community for product support
- the delivery of a ready-made coding lesson in Computing with Minecraft: Education Edition.
- sharing resources and leading others through coding opportunities and resources available in Minecraft: Education Edition

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

Twelve-hours onsite and blended pre and post experiences (up to 8 hours)