

Coding with Minecraft: Education Edition Teacher Academy

One- Day Experience



Description

The One Day Coding Experience with Minecraft: Education Edition has educators experience coding in Minecraft: Education Edition and learn how to best utilize the coding curriculum. Educators participate as a student through several coding lessons and then take a deep dive into the curriculum individually and with peers. Educators will make connections back to their own classrooms and standards.

Objectives

Participants will:

- explore the need to begin implementing Computer Science in schools with students.
- make connections between Computer Science and our daily lives.
- be introduced to coding concepts as they complete various coding Unit 1 lessons.
- experience selected coding activities to understand and gain knowledge of the progression and sequence of the curriculum.
- apply the principles of computational thinking including decomposition, pattern recognition, abstraction, and algorithmic thinking.
- download the Computing with Minecraft: Education Edition Curriculum.
- navigate and review the organization of Computing with Minecraft: Education Edition.
- make connections to their classroom content.
- locate resources to support standards aligned lessons, online training materials, and a community for product support

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)

