

MINECRAFT

EDUCATION EDITION

***Minecraft* in the Classroom**

As part of the Office 365 suite of applications, *Minecraft: Education Edition* is now available to all students and staff members the Surrey School District.

This new software offers educators a chance to provide lessons in a fun and engaging way for students that allow them to work on their core competencies and explore existing curriculum subject matter.

What is *Minecraft: Education Edition*?

Minecraft: Education Edition is a program that transforms learning into an engaging and fun activity that promotes creativity, collaboration, and problem-solving in an immersive environment where the only limit is your imagination.

The *Education Edition* puts an even greater emphasis on the core learning elements of *Minecraft*, while also providing educators with additional tools for learning not found in the standard version. These can include additional items such as elements and chemicals for conducting experiments, settings that can alter the environment and a new mode that allows teachers to manage and change the world their students are engaging in.

What are the benefits?

Minecraft: Education Edition allows students to interact, explore and discover in a virtual environment that removes the one-way conversation of traditional teaching – rather than having an educator explain a concept or idea to students, they can now put students in a scenario where the concept/idea is put to the test.

- Encourages problem-solving: *Minecraft* allows students to figure things out in real-time, making use of the game's physics, building and coding mechanics
- Promotes communication and team-building: In the classroom, students may be broken up into teams to work on projects together in the *Minecraft* world
- Channels creativity: Students are able to come up with unique ways to build and depict various assignments

Connection to Core Competencies:

Due to the creative and collaborative nature of *Minecraft: Education Edition*, students are able to develop and build upon these foundational skills in a variety of ways.

Communication:

- Connecting and engaging with others: “I can ask and respond to simple, direct questions.”
- Building a consensus: “I can work collaboratively with a group to design a project to communicate my understanding.”
- “I can build my confidence using forms and strategies I have practised.”
- “I give, receive and act on feedback.”

Creative Thinking:

- Novelty and value: “I get ideas when I play. I can get new ideas or build on other people’s ideas.”
- Students may generate creative ideas as a result of free play, engagement with someone else’s ideas, a naturally occurring problem or constraints, or interest of passion.
- “I build the skills to make my ideas work, and succeed, even if it takes a few tries.”

Critical Thinking:

- During reflection times, students learn or analyze and make judgements about a work, a position, a process, a performance or an act.
- “I can explain why I like something and show why I feel that way.”
- “I can try using different methods and materials to achieve my goals.”
- “I can explain why I built something, and what my process of thinking was.”

Positive Personal Identity:

- Relationships: Students understand their relationships with others and use that understanding to help achieve their goals.
- Personal Strength and Abilities: Students acknowledge their strengths and abilities, and explicitly consider these as assets that can help them in all aspects of life.
- “I can identify my individual characteristics and will continue to develop new abilities and strengths to help me meet new challenges.”

Personal Awareness and Responsibility:

- Self-determination: “I can show a sense of joy and accomplishment after I’ve finished my build.”
- Self-regulation: “I can implement, monitor and adjust a plan and my actions and assess results.”
- Wellbeing: Students can recognize and make choices that benefit mental and physical wellbeing.

Social Responsibility:

- Being part of a community: Students develop awareness and take responsibility for their actions when socializing with other users.
- Solving problems in peaceful ways: “I can solve some problems myself and can identify when to ask for help.”
- Building relationships: “I can communicate and interact with others in a way that will make working together easy.”

Free For Home Use

- *Minecraft: Education Edition* is available on Mac, PC and iOS devices and is free for staff and students of the Surrey School District to use at home.
- To download *Minecraft: Education Edition* at home, go to education.minecraft.net/download and select your operating system.
- Once the game has installed, students will be prompted to log in with their Surrey School District ID and password.