

Course code ICT.1.MIN

Last update 04/08/21

Course information

Title	Minecraft in the Classroom: Gaming as a Learning Tool
Concept by	<u>Riccardo Manni</u>
Course URL	<u>teacheracademy.eu/course/minecraft-for-education/</u>
N. of participants	Min. 4- Max. 12
Course length	One week (6 days, Monday - Saturday)
Language	English. Other languages may be available upon request
Locations and starting dates	<ul style="list-style-type: none"> • <u>Berlin</u> - First Monday of the month • <u>Curaçao</u> - Third Monday of the month • <u>Florence</u> - Fourth Monday of the month • <u>Valencia</u> - Second and fifth Monday of the month <p>On request, we can organize this course directly at your school. Discover all the dates at <u>teacheracademy.eu/courses-dates/</u></p>
Free time activities offered	All courses include at least one city guided tour and one full-day Cultural Activity.
Type of certification awarded	Certificate of Attendance, including a description of the course contents (80% of attendance required); other Certificates may be available upon request
Price	Starting from 480€ * * Our courses are eligible to be completely funded by the Erasmus+ KA1 funds and several other programs.

Course contents

Description

With over 126 million active players monthly, Minecraft left an everlasting mark in the gaming industry, becoming one of the most played games ever created. Its success, due to extremely simple mechanics and the possibility of building worlds without any constraints to the imagination, eventually flowed into the school environment with widely praised educational results.

This course will teach you how to implement the endless possibilities of Minecraft – Java edition in your class, developing worlds, knowledge and skills for your students. You will learn how to create your local server, interact with the surrounding world and several ways to teach both linguistic and scientific subjects through quests, puzzles and experiments.

At the end of the course, you will have the tools to master the most useful functions of this game in your daily teaching, creating a stronger connection between learners and digital content.

Learning outcomes

- Host and manage a Minecraft local server;
- Build and interact with open 3D worlds;
- Learn how to use the provided materials and possible ways to combine them;
- Use Minecraft to create fun experiments, basic coding and language teaching activities;
- Create Non-Player characters (NPCs) with basic interactions and dialogue lines to assign quests and tasks;
- Differences between Minecraft – Java Edition and Minecraft Education Edition;
- Implement game-based materials in educational environments;
- The benefits of a video game based education;

Tentative schedule*

Day 1 – Course introduction & Exploring Minecraft	Day 2 - Minecraft and Education
<ul style="list-style-type: none">• Introduction to the course, the school, and the external week activities;• Presentations of the participants' schools;• Debate on previous gaming experiences and the rising impact of video games in modern society;• How could I use Minecraft with my classroom?• Minecraft Java Edition: first look at the interface and commands.	<ul style="list-style-type: none">• Inputs of non-formal learning: examples of educational targets achievable through video games;• How to combine digital tools and education;• What version of Minecraft should I use?• How to host our server.
Day 3 - Exploring Minecraft World	Day 4 - Minecraft & Storytelling
<ul style="list-style-type: none">• Minecraft: an in-depth look at the materials and building tips;• Let's build our world;• Scientific experiments: flying cows, glowing sticks and a super fertilizer.	<ul style="list-style-type: none">• Minecraft with language teaching: storytelling, puzzles and quests;• How to create our Non-Player Characters (NPCs);• Basic NPCs interactions and dialogues.
Day 5 - Minecraft & Robotics	Day 6 - Course closure & Cultural Activities
<ul style="list-style-type: none">• Coding and robots with Minecraft;• How to create circuits and machinery;• Games and accessibility: the impact of Minecraft on special needs students.	<ul style="list-style-type: none">• Course evaluation: round up of acquired competences, feedback, and discussion;• Awarding of the course Certificate of Attendance;• Excursion and other external cultural activities.

*The schedule describes likely activities but may differ significantly based on the requests of the participants, and the trainer delivering the specific session. Course modifications are subject to the trainer's discretion. If you would like to discuss a specific topic, please indicate it at least 4 weeks in advance.

Links and resources

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