



Ready to get started?



We have prepared a 3.5-hour self-paced Canvas course that will earn STEM clock hours for taking this course.

[Frontline Professional Growth: Activity Registration Access Canvas \(eLearning\) from Professional Growth Prepare for Middle School Transition Minecraft Inclusive School Challenge](#) (Link Tip: This direct link works best when the PG program is already open)



Access teacher, student and parent resources on our Challenge website. You will find **lessons, an overview videos, the challenge Minecraft worlds, etc.**

<https://www.kent.k12.wa.us/minecraftchallenge>



Teacher pathway

Teachers are free to choose how they wish to proceed in the planning and launch phases based on their level of experience and their students' needs.



Planning

- ▶ Use optional PD training & provided resources, OR
- ▶ Kick off with provided lesson plans and or student canvas course.



Launch

- ▶ Full teacher facilitation, OR
 - ▶ Partial teacher facilitation, OR
 - ▶ Student self-paced.
- Learn more about these options on the challenge website.



Competition

- ▶ Support students with Flip submissions, AND
- ▶ Facilitate 2 rounds of voting



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Middle School Transition: Minecraft Inclusive School Challenge Website

<https://www.kent.k12.wa.us/minecraftchallenge>



Have questions or need help?

Digital Learning Team

DigitalLearning@kent.k12.wa.us



Minecraft Education resources

Getting started

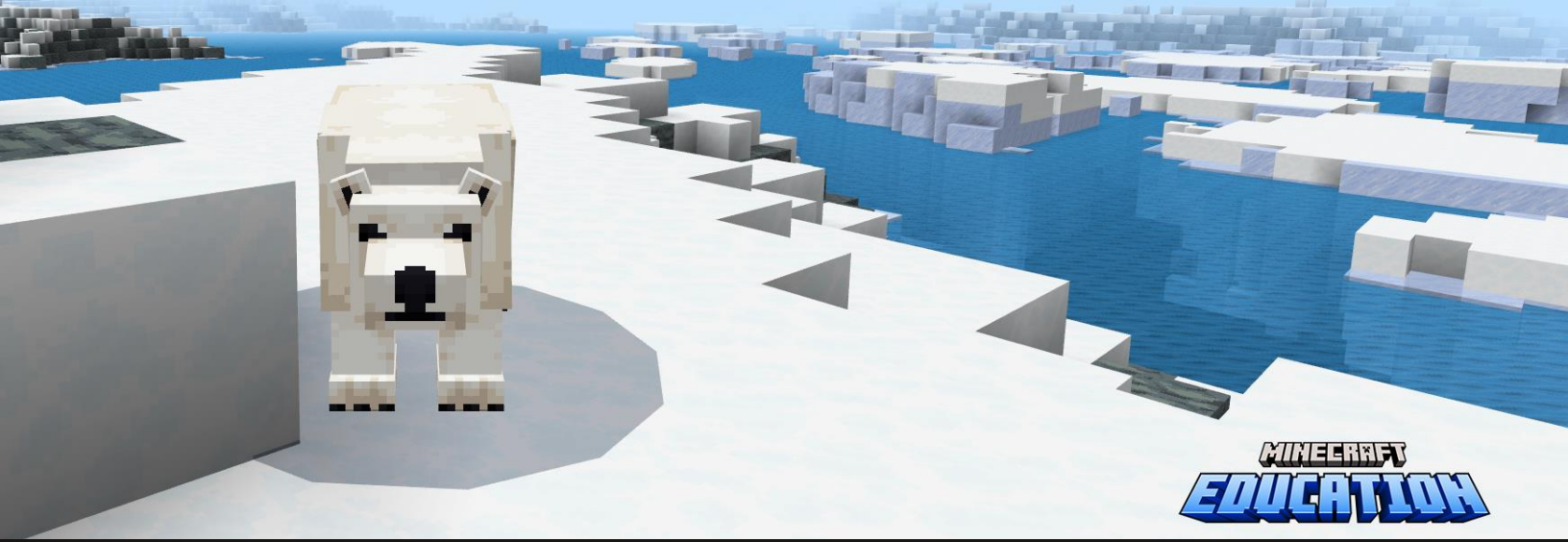
- ▶ [Educator resources](#)
- ▶ [Educator training](#)
- ▶ [Lesson plans](#)

Playing

- ▶ [Install & play](#)
- ▶ [Multiplayer game guide](#)
- ▶ [Tutorial world](#)

Accessibility

- ▶ [Language](#)
- ▶ [Accessibility features](#)
- ▶ [Designing for accessibility](#)







About Minecraft Education

Minecraft Education is a game-based learning platform that builds skills, unleashes creativity, and engages students in collaboration and problem solving.

Gamification is the application of game-design elements and game principles into non-game contexts. Game-based learning is the leveraging of games for learning.

K–12 and higher education teachers use Minecraft Education to teach a range of subjects, including reading, language arts, writing, history, chemistry, computer science, and math. Minecraft can map lessons onto learning outcomes driven by curriculum standards.

Special features in Minecraft Education that are designed for the classroom include:

-  In-game coding
-  Formative assessment tools, such as the book and quill and portfolios
-  Single and multiplayer modes
-  Immersive Reader

Minecraft Education offers professional development, tutorials and free lessons for teachers—regardless of experience level. Join the Minecraft Educator Community, learn to teach with Minecraft, and discover activities that create deep, meaningful learning.

Minecraft is described as a “sandbox” game. This means that Minecraft is a virtual land where users can create their own worlds and experiences using building blocks. Minecraft has been described as a “game with no rules”. It doesn’t come with a set of instructions or stated objectives. Players can simply be creative and explore as they learn.

Teachers have access to hundreds of high caliber Minecraft lessons at their fingertips. The first step in incorporating Minecraft into teaching is to give students time to explore and build in a Minecraft world—without explicit directions. Let students open any world that appeals to them and take the time to simply wander and see what they find. This can be done independently or in a multi-player world. Allowing students who are new to the game time to explore opens their eyes and minds to the creativity, personal choice, and control available to them. It also brings a sense of familiarity to experienced users.

Minecraft: Education Edition provides teachers with tools and resources to bring it into teaching practice. It also allows teachers to share content through the game while allowing students the space to express their learning. The Minecraft Education platform encourages students to build skills such as collaboration, communication, critical thinking, and systems thinking. Teachers can set up learning outcomes with in-game features like Chalkboards, where students can learn, interact, and connect with content previously introduced via in-class instruction.

To learn more, visit the [Microsoft Learn Minecraft Education page](#).

Get started with Minecraft Education



1. Start Minecraft Education and select Play.



2. Select View Library.



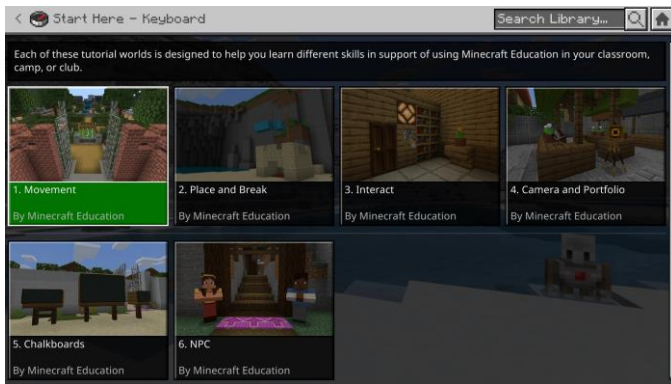
3. Select How to Play.



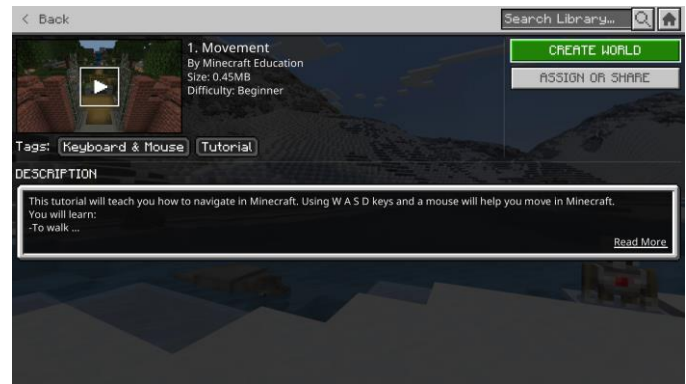
4. Select one of the Start Here tutorials based on how you're playing: Keyboard or Touchscreen.



5. Start with the first tutorial: Movement.




6. Select Create World.



7. Follow the instructions in the tutorial.



8. To exit the tutorial, select the Esc key on your keyboard or the pause button  at the top on a touchscreen. Then select "Save & Exit".



9. You will be returned to the home screen. Follow the same steps to complete the remaining tutorials.