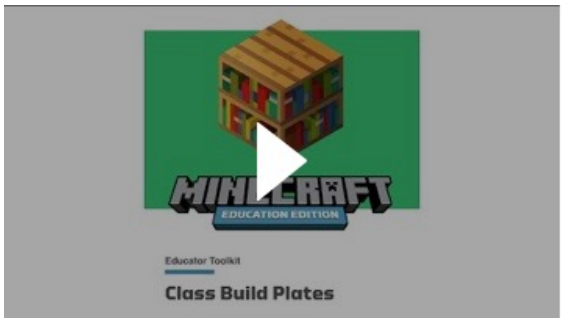


Educator Toolkit

Class Build Plates

Class Build Plates - User Guide

These worlds have been designed to host a group/class of students in a single world. They support the process of students being in creative mode to build a representation of their understanding of a topic. They could also be used for other applications such as coding or the chemistry kit.

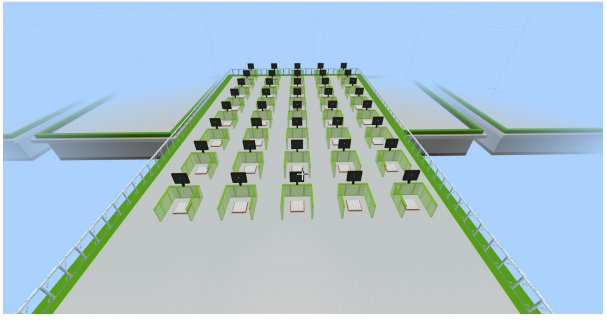


Watch Here

Before starting, ensure that you are comfortable with hosting a world. It will be likely that a student will be able to help you with this

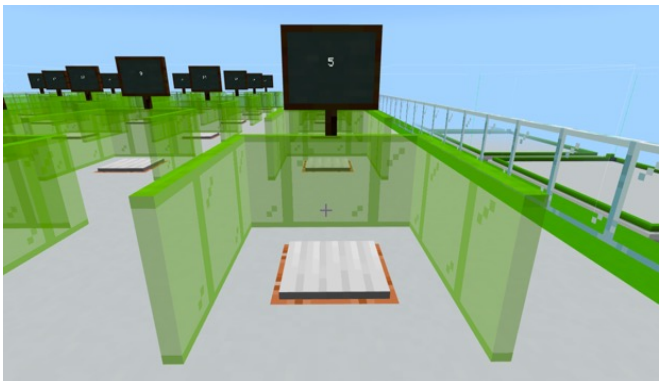
General Information

Each would have 40 individual areas for a student/s to work within. In every version of these worlds, students will start on the allocating pad.



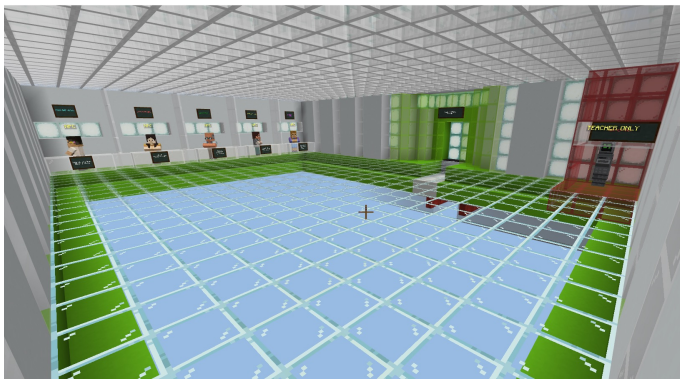
There are 40 individual areas for students to build in. It is recommended you provide your students or groups of students with a number between 1 – 40 and students know what they are building based on your instructions before hosting the world.

Students can then move to their allocated number and walk onto the pressure pad to be teleported to their work area.



General Information - continued

Upon first entering the world students will initially appear in the starting room. If students have been allocated their numbered work space they can head straight out the doors and teleport to their build area.



Recording Work Support

The starting room has four non-player characters designed to help students record and export their work.
These include:

- Camera and Book & Quill
- Screen Recorder
- 3D Exporting
- Screen Captures

Selecting the non-player characters will open the dialogue screen. From here students can select to learn more. Options such as screen recorder will provide multiple popular methods such as screen recording on and iPad, through PowerPoint for Windows and QuickTime on a MacBook.

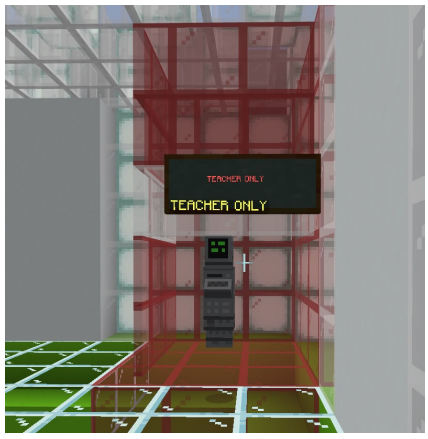




The link will then take the students to a video providing instruction on how to do the chosen method.

General Information - continued

Teacher Control Area



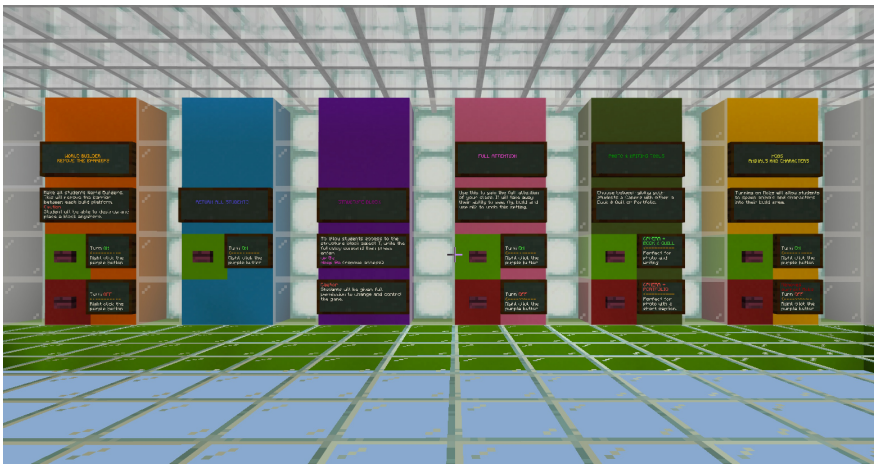
The starting room also contains an additional non-player character designed to teleport the teacher to the teacher control area.

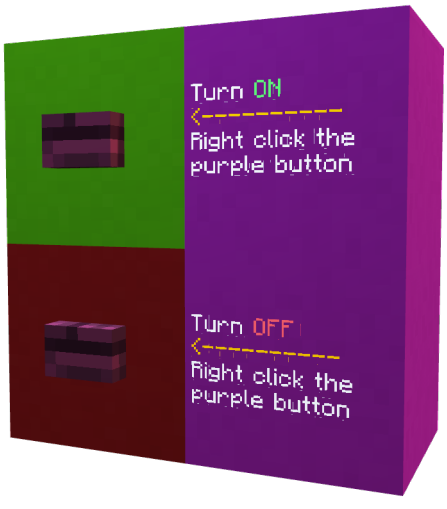
Since there is no possible way to stop students accessing the control area a bell will sounds when any player is teleported there.

It is recommended to have your device and game sound on so you can hear if someone other than yourself has been teleported to this location.



Once in the teacher control area you will be provided with a variety of control measure designed to be either turned on/off or action for a singular effect.





General Information - continued

Teacher Control Area

On/Off options include:

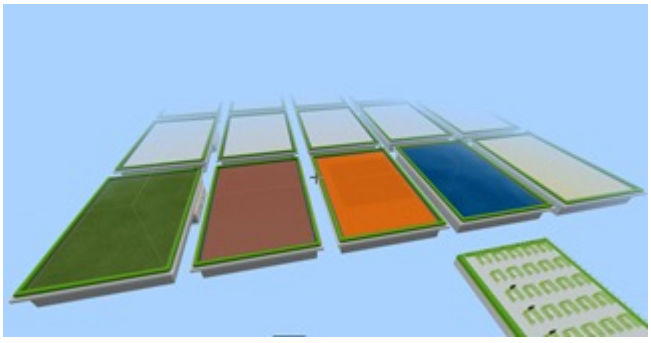
Feature	Options	Game Default
Behavior Items	Remove the ability for students to use common issue items. Slime Ball, Snowball, Potions, Ender Pearl, Trident, Arrows.	☑ ON
Mobs Animals and Characters	Turning on Mobs will allow students to spawn animals and characters into their build area.	☒ OFF
Full Attention	Use this to gain the full attention of your class. It will take away their ability to see, fly, build and use milk to undo this setting.	☒ OFF
World Builder Remove the Barriers	Make all students World Builders. This will remove the barrier between each build platform. Caution: Students will be able to destroy and place a block anywhere.	☒ OFF

Singular option include:

Feature	Options
Photo and Writing Tools	Choose between giving your students a Camera with either a Book & Quill or Portfolio. Caution: Will clear all items in the student's hot bar before giving them the items
Clearing	Clear the following for all player in the world. Option 1: Clear all effects and potions Option 2: Remove Agents Option 3: Clear Hotbar.
Return All Students	Return all players to the starting room.
Structure Block - Instructions Only Caution: Students will be given full permission to change and control the game.	By default, students will gain member status upon entering the world. To use a structure block they will need to be upgraded to an operator. To do this select T on your keyboard and type the following command followed by enter. /op @a As soon as they have finished using the structure block return them to member status by typing /deop @a

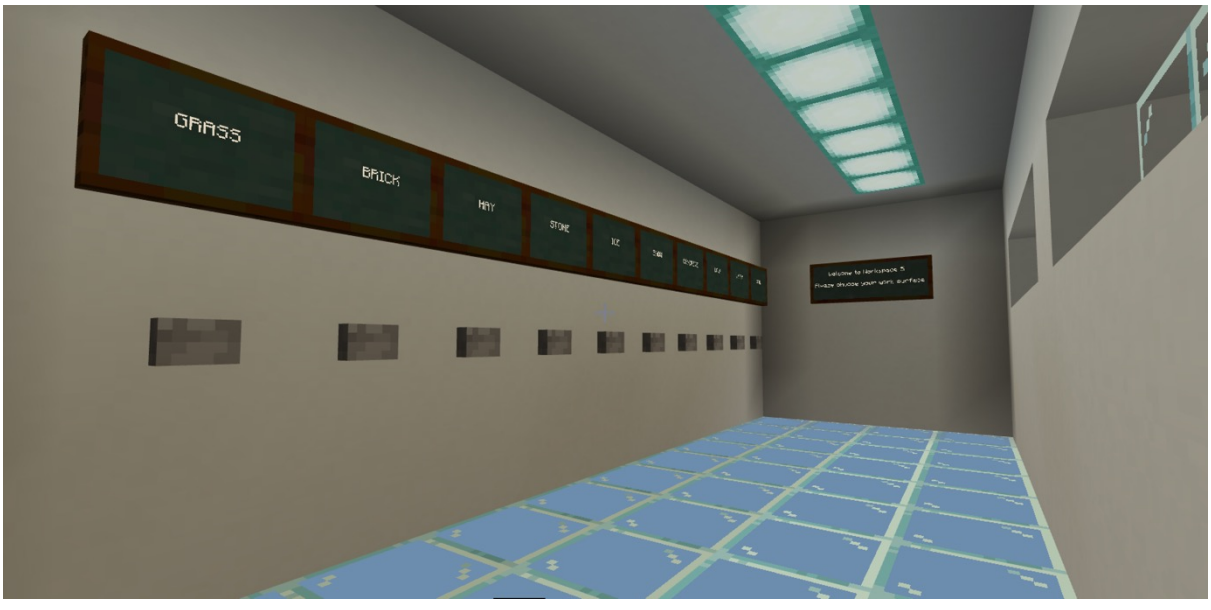
Version 1 - Changeable Surface

This version has been designed to allow a student to choose the base they would like to build on. If you intend for all students to build on grass or concrete it is more ideal to use the biome worlds.



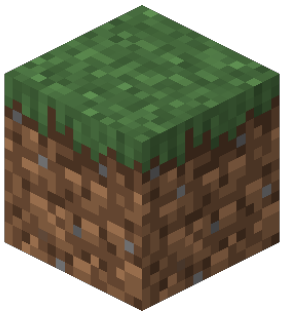
This world is ideal in a situation whereby students need to change the entire surface to a particular block. Instead of students spending valuable time breaking and replacing blocks they can start with one of the ten possible fill options.

When students teleport to their allocated work area, they will first land in the control centre. Here they will be asked to select a surface to work on. It is recommended that you discuss which work surface is appropriate for their build prior to starting. If they don't select a work surface, it will default to concrete. Changing the surface after the building has started may affect the build.

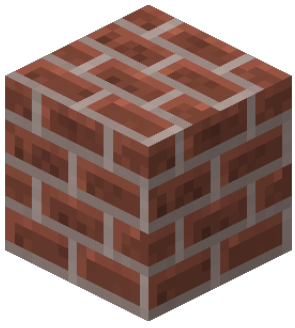


Block Options

Grass



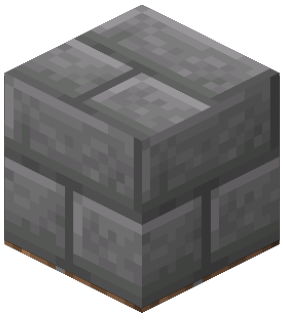
Brick



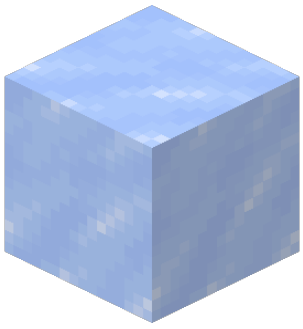
Hay



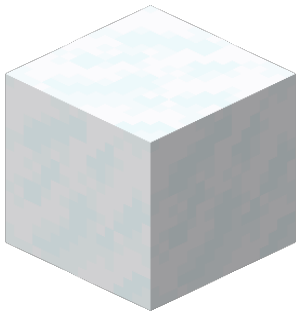
Stone



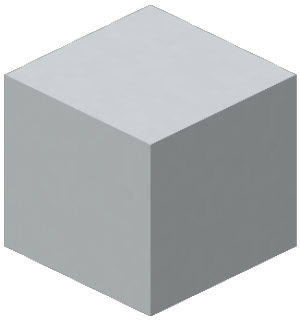
Ice



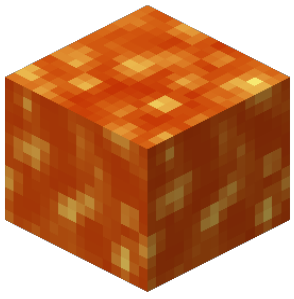
Snow



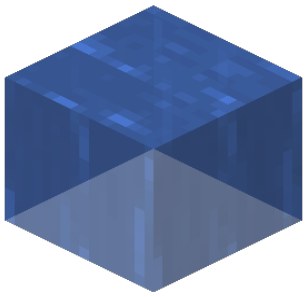
Concrete



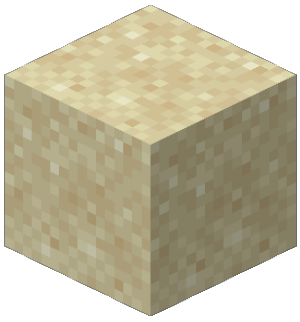
Lava



Water



Sand





Using the Control Centre

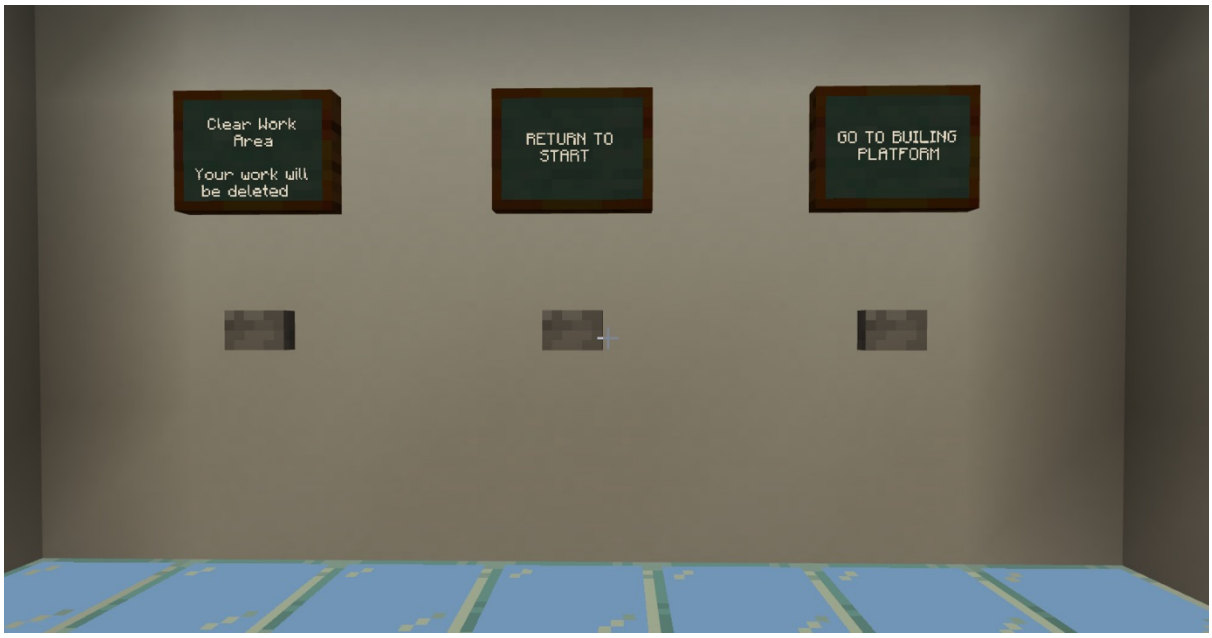
Students can also access a book and quill, camera and portfolio from a chest in the control centre. They can access more of these by opening and searching the inventory.





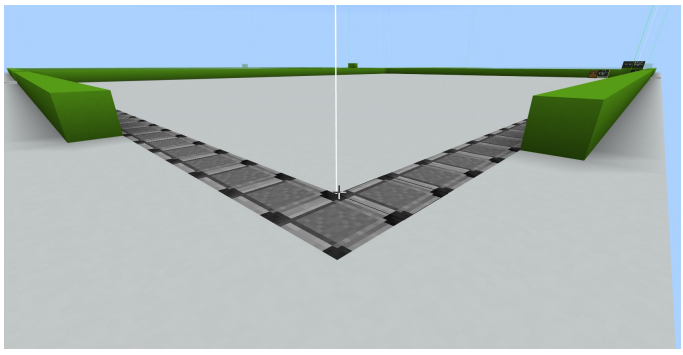
The last three remaining options in the control centre are to:

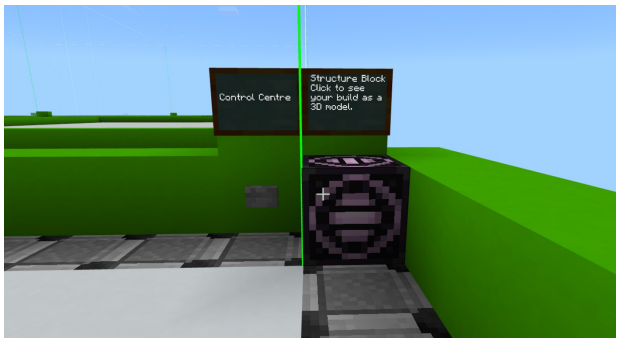
- Clear the work area - when students need to start again.
- Return to the allocating station - students are asked to return or need to change platforms.
- Go to the building platform.



Using the Control Centre

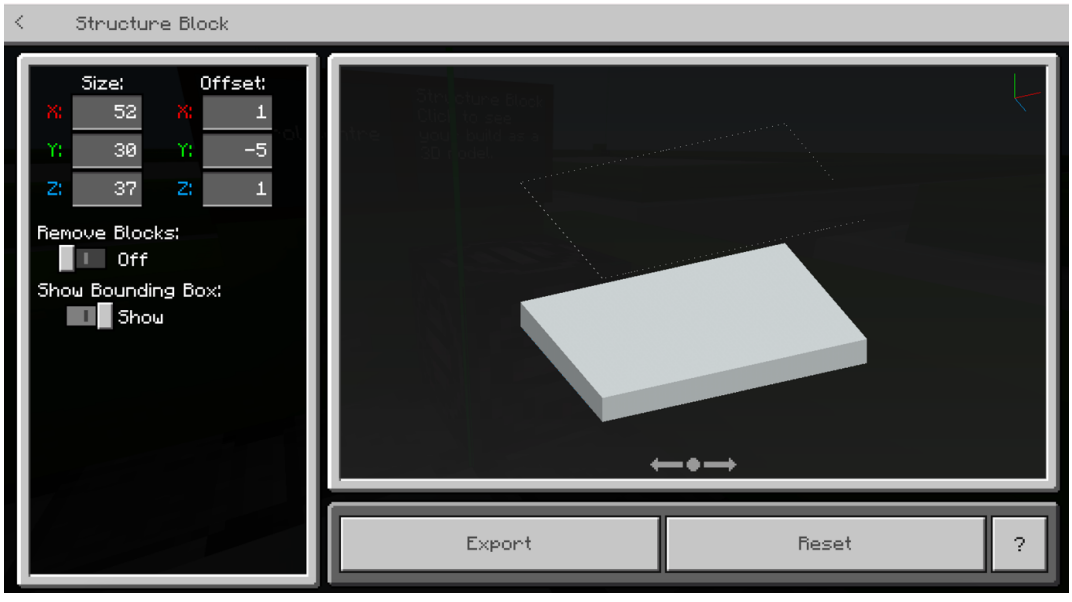
Once on the building platform, students can build anywhere on the space inside the grey deny blocks.





Students can also choose to return to the Control Centre or use the Structure Block.

The Structure Block is set to capture the entire work area including the depth of the platform for when students choose to build under water. The captured area can be reduced by modifying the x, y and z positions.

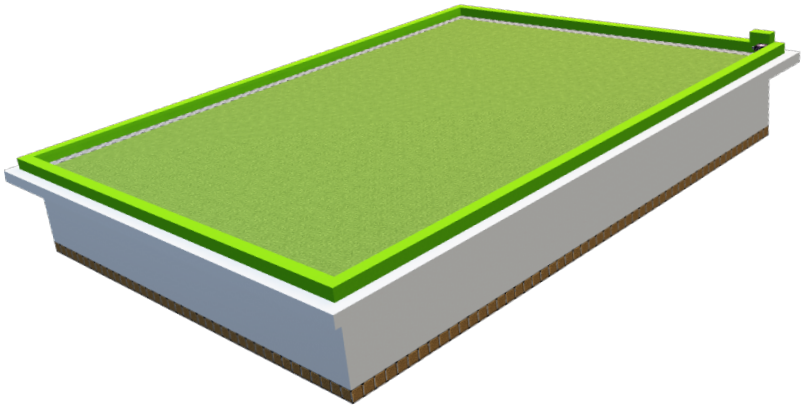


Version 2 - Biomes

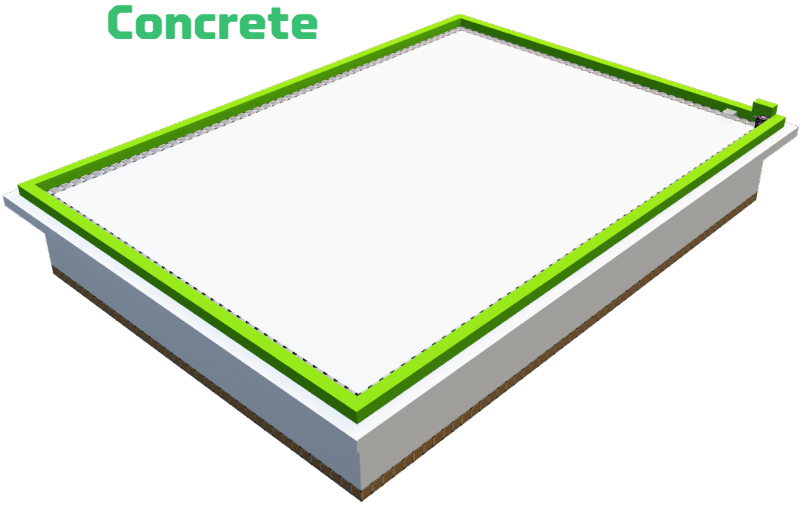
These worlds offer a range of different building platforms. When students are teleported, they will land onto the building platform.

The following types of platform are available to build on:

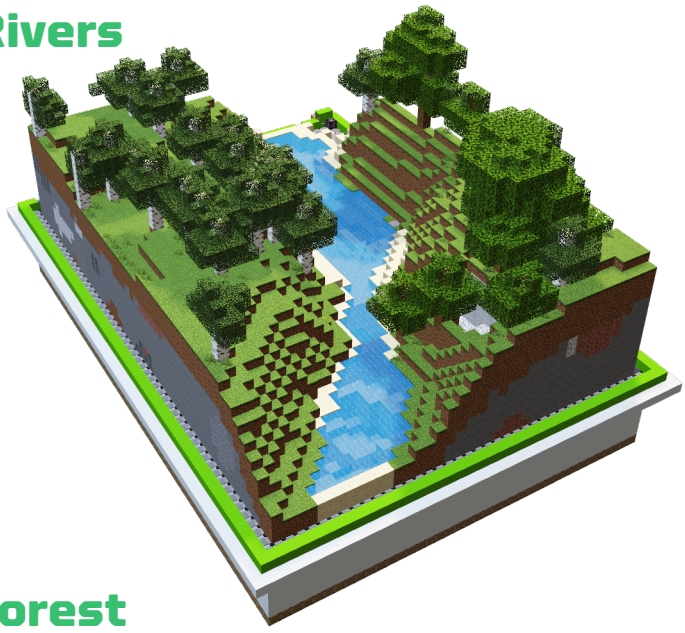
Blocks of Grass



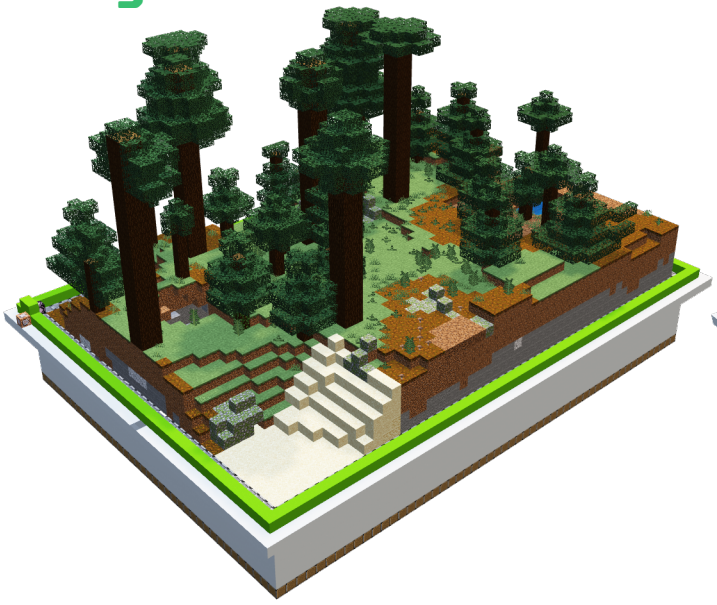
Concrete



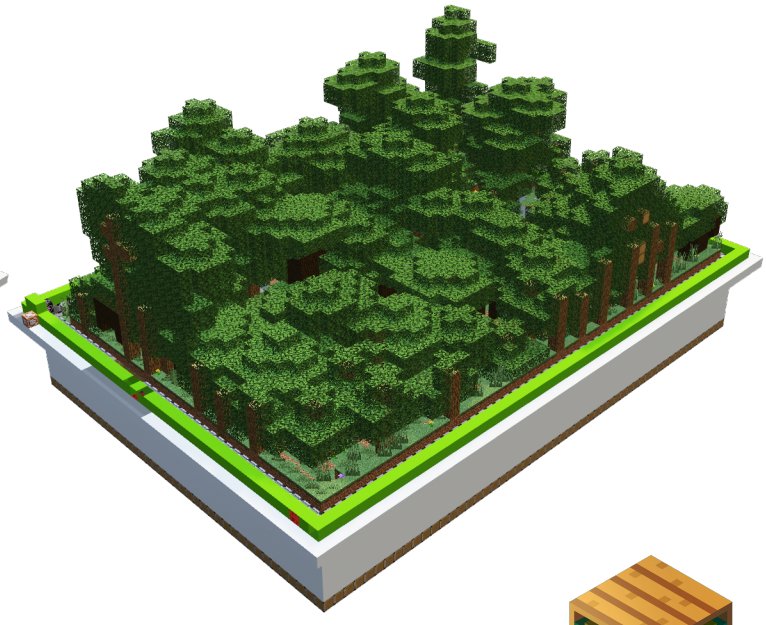
Rivers



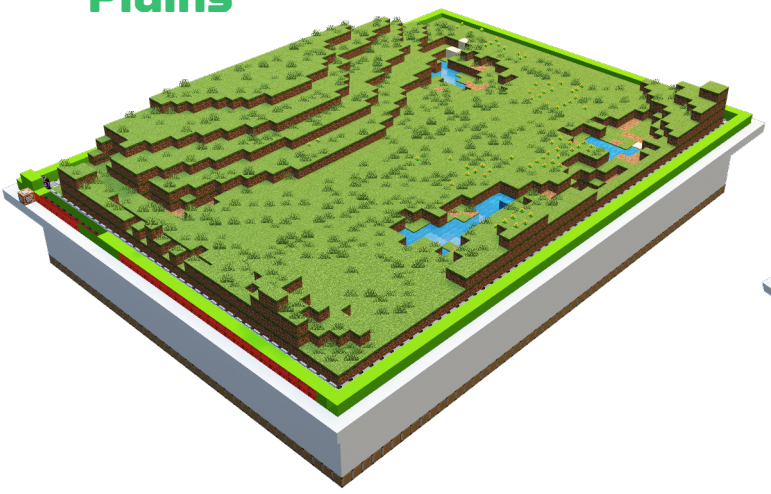
Taiga



Forest



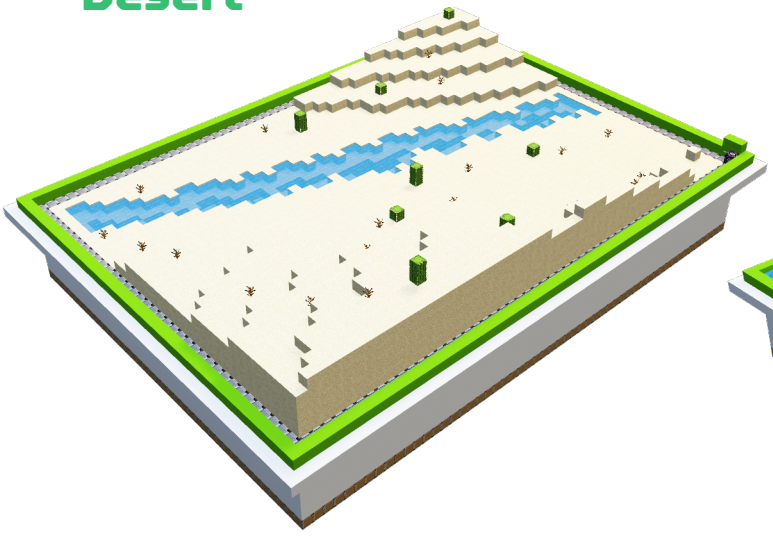
Plains



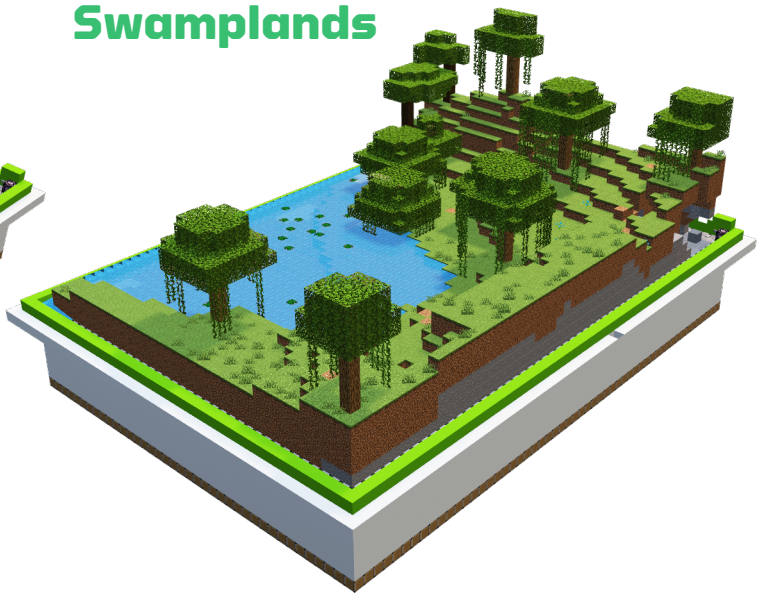
Mountains



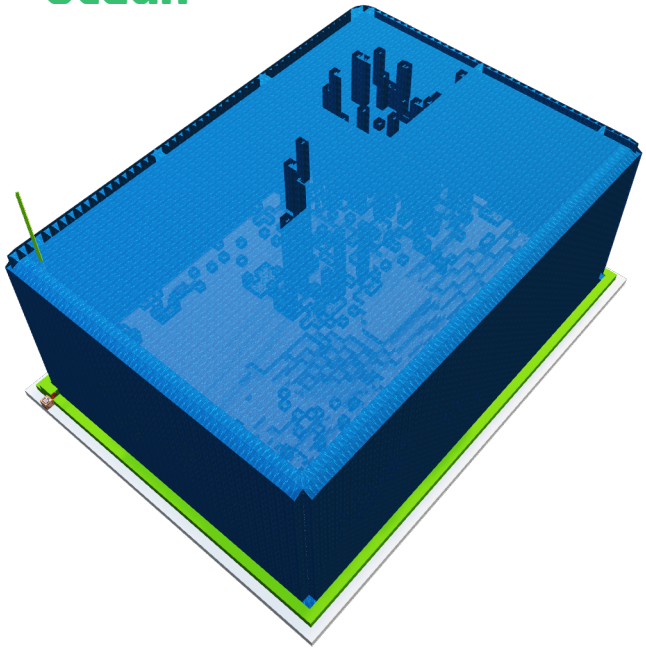
Desert



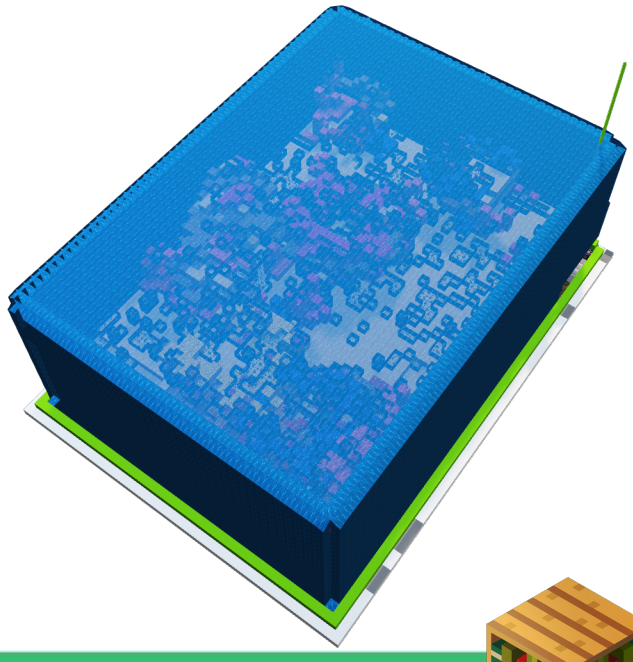
Swamplands



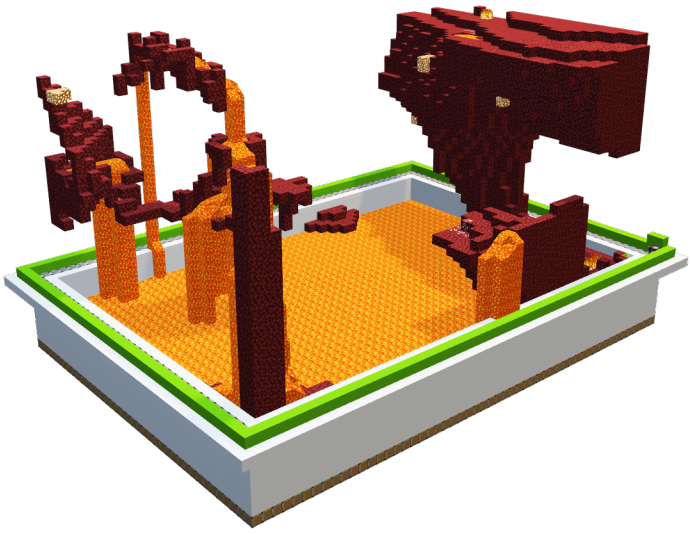
Ocean



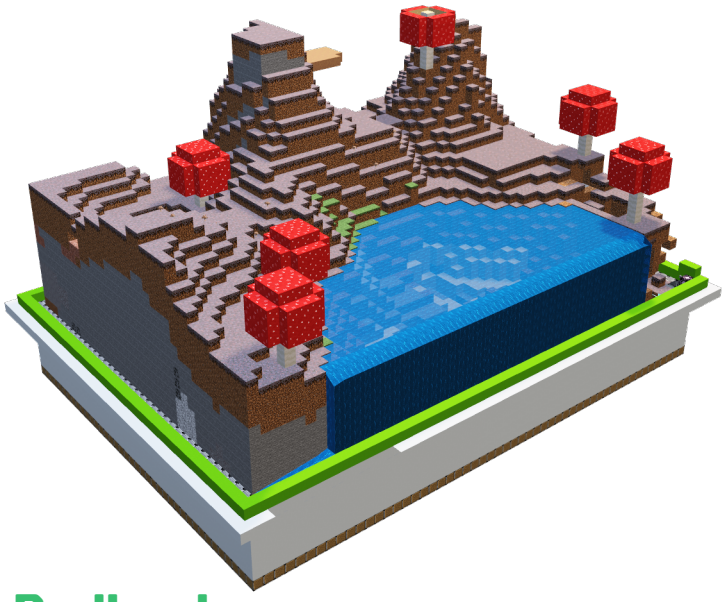
Warm Ocean



Nether



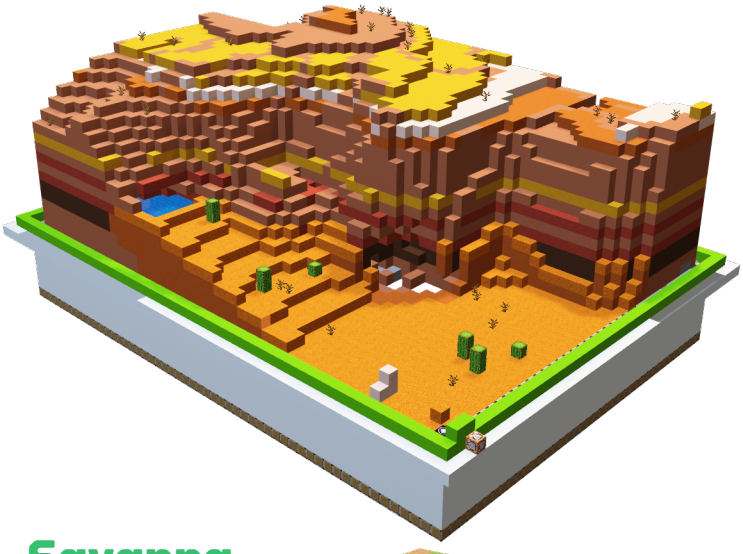
Mushroom Island



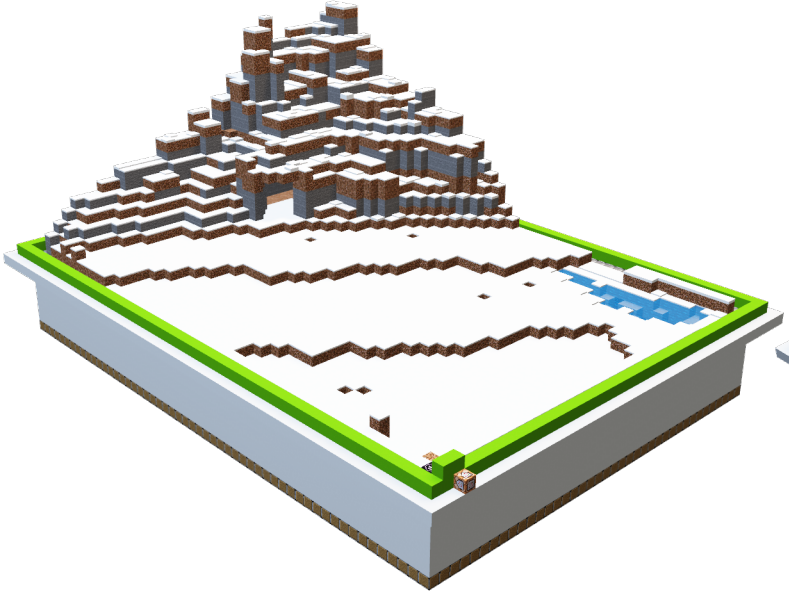
Jungle



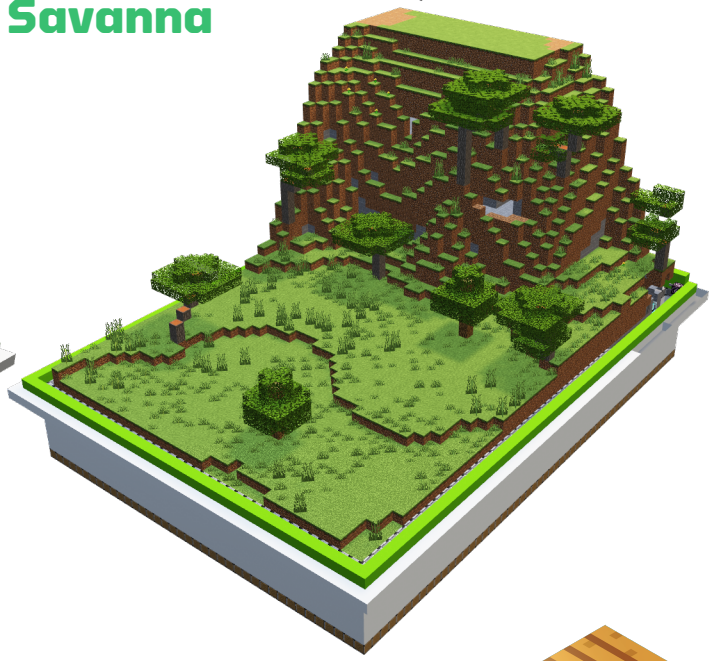
Badlands



Ice Plains

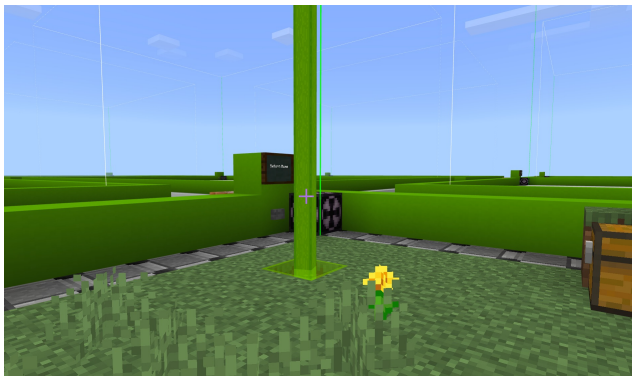


Savanna



General Information

Each world has a green beacon to assist students in locating their way back to the start.

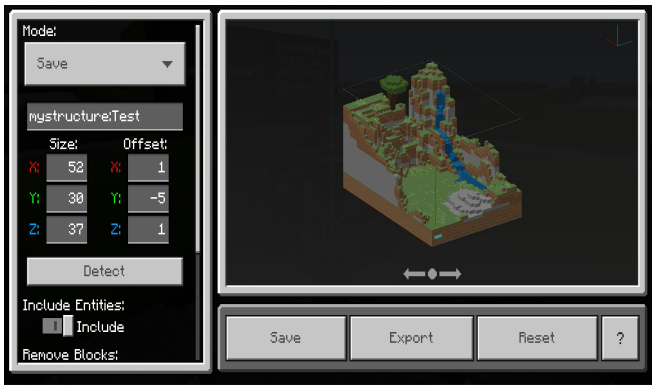




Students can also choose to return to the allocating station or use the Structure Block.

Students can also access a book and quill, camera and portfolio from a chest in the Control Centre. They can also access more of these by opening and searching the inventory.





The Structure Block is set to capture the entire work area including the depth of the platform. The captured area can be reduced by modifying the x, y and z positions.

Viewing Student Work

There are multiple options when collecting or viewing student work. These options include:

Microsoft Teams

Lessons can be managed through the Assignments feature in Microsoft Teams. Here students can submit support documents or interact with other additional resources.



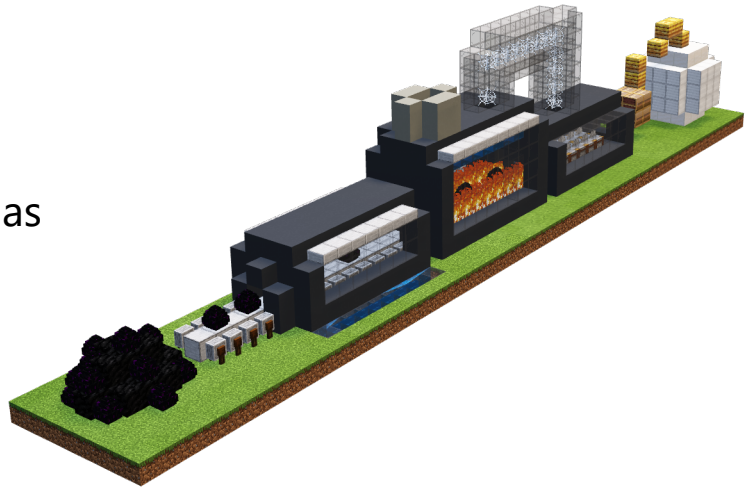


Exporting

Both the portfolio and book and quill can be exported as a PDF document. Students can document their work, then hand in a PDF document as evidence of learning.

3D Objects

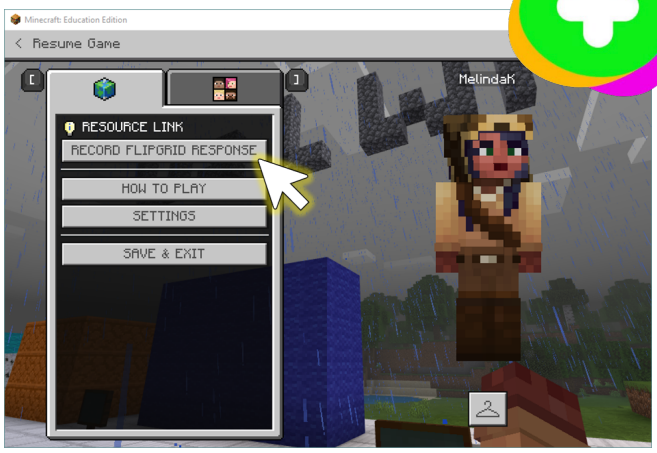
The Structure Block will allow students to export their build as a 3D file. This file can then be used with AR and VR technologies or placed into a PowerPoint presentation.



Viewing Student Work - continued

Screen Recording

Most devices will offer the ability to screen record what is being displayed on a device. Minecraft offers an integrated solution using Flipgrid.



Print Screen

A student can use screen capture tools to take photographs of their work. These photos typically save to the desktop or camera roll.

Windows Logo Key + PrtScn
or
Windows Logo Key + Shift + S

MacBook
Command + Shift + 4

iPad
On/Off Button + Home Button

Exploring the World

If you would like to fly around and view the students' work, select **enter** on your keyboard, then type **/wb** followed by **enter** again. This will allow you to fly over each world.



Additional Resources

Try exploring this OneNote for additional information about teaching with Minecraft Education Edition