Getting started

with Dexi Ville

A teachers guide to Dexi Ville in Minecraft Education

THE PRINCE COUPLE'S FOUNDATION

MINECRAFT EDUCATION



Content

Section 1: Introduction to this Support Material

Section 2: The Village of Dexi Ville and its Inhabitants

Section 3: Presentation of the Mini games



About this Support Material

We're excited that you want to use Dexi Ville with your students!

This PowerPoint has been developed as a complement to the document "Teacher's Guide to Dexi Ville."

In this presentation, you will find information about the game and characters that you can use when introducing the game to your students and/or colleagues. Use the material here as you see fit and need.

Good to Keep in mind before starting:

If the entire team or staff group will be working with Dexi Ville, it might be a good idea for all educators to try the game beforehand, so they feel confident in playing it with their students. Also, remember that while many children and young people can play Minecraft, not all can. Therefore, it might be beneficial for students to have the opportunity to "play" in the game the first time they try it, to familiarize themselves with it in a stress-free way.

There are tips on how to introduce the game in the overall guide.

Good luck!!

Introduction film

- On the next slide, there will be a walk-through film with short key messages in both Swedish and English. The film show the game from a player's perspective and go through each exercise.
- Here you will also find a link to the published trailer of Dexi Ville – The Wordcraft Adventure.
- We invite you teachers to read the story of Dexi Ville aloud to the class/teaching team when the walk-through film is playing. You can advantageously show the students / teaching team the film in case you want a clearer picture of how the game works.

Introduction film



Dexi Ville – A Minecraft Education World

Dexi Ville is a game developed by the Prince Couple's Foundation in collaboration with Minecraft Education, supported by Microsoft and Nordea. The game is developed by Shapescape.

In 2022, the foundation started the reading promotion venture "The Great Adventure" with a beta version of a method game for reading. Dexi Ville is the result of a further development of the method game, after two years of close collaboration with Minecraft Education and the creative team at Shapescape.

RISE Research Institutes of Sweden has been the foundation's educational partner in the development of the supplementary teacher guidance material.

This document contains a series of stories related to the Dexi Ville Minecraft Education World.

These stories can be used with students ages 8+ to advance reading. They provide a backstory to each of the characters, making it easier for students to understand and complete the game.

Welcome to Dexi Ville, a peaceful village where time seems to stand still, inspired by the Swedish nature with typical forest animals and rural villages. This beautiful place, with its red houses and shady birches, is home to the hedgehog Dexi and their friends. When you come to visit, Dexi greets you with a beaming smile and says:

"Hello, welcome to us!"

Dexi is in good spirits and eager to share that Dexi Ville is a magical place. Dexi reveals a secret: The neve- ending book, filled with word adventures and letter puzzles, is hidden here, just waiting to be found.

To discover new pages, you have to solve puzzles that are scattered around the village. Dexi's friends – Björn, Luna, Hopper and Barak – are ready to accompany you on this reading adventure. They need your help with letters and words. Are you ready to help them create The Never-Ending Book?





The wild friends

Are you ready for your literal adventure?

Help Dexi and Dexi’s wild friends with their missions and collect pages for the Never Ending Book!



Dexi the Hedgehog

Meet Dexi, a delightful hedgehog who adores stories. They love to listen to their grandma's tales and read books. Dexi dreams of preserving every tale in a massive volume known as The Never-ending Book.

They invite all the animals in Dexi Ville to share their stories, which Dexi eagerly records. Dexi believes these stories make the village more fun and colorful. Always the life of any gathering, Dexi is talkative and outgoing, and they are known for organizing the village's Midsummer festivities.



Barak the Owl

Meet Barak, a wise and seasoned owl who loves learning and sharing knowledge. They have visited many places and are brimming with stories. Now residing in Dexi Ville, Barak helps children play with words in a fun way.

They design games that let you hear letters and piece them together, offering a blend of fun and education. Barak, a bit old-fashioned and quite talkative, is wise beyond their years and eager to share their interests.



Björn the Bear

Meet Björn, a big and cheerful bear who lives by the pond. Known for their love of nature and puns, Björn explores the outdoors, jotting down names of plants and animals in their notebook. They find joy in learning and sharing funny twists on words. Though they face challenges with reading, Björn sees it as just another adventure, steadily improving at their own pace.

In their game, they teach players to match the first letter of a word with a picture of something that starts with that letter, adding a dash of humor to help them remember. Björn encourages everyone to look closely and enjoy the beauty around them, showing that learning can be filled with laughter.



Luna the Wolf

Luna is a gentle wolf who deeply loves stories. They run a small theater in Dexi Ville, a cozy place where they feel comfortable sharing their passion with children. Although Luna is shy and takes time to open up, they have found a special way to connect through the magic of storytelling.

Luna learned many tales during their quiet travels around the world. Using costumes, props, and music, they bring these stories to life on stage, creating an enchanting experience that teaches important lessons. Luna hopes to help children remember these stories, offering them a quiet space to enjoy and learn.



Hopper the Rabbit

Meet Hopper, a chill and relaxed rabbit who loves taking it easy on the farm. They enjoy lounging around, and they’re happiest when friends lend a hand with the feeding tasks. Hopper finds joy in the rhythmic and rhyming texts of poetry and songs, which they share through interactive games that mix wordplay and leisurely activities.

Now, Hopper wants to help other kids find delight in reading at their own pace. They teach them how to rhyme, sing, and explore words in fun and laid-back ways.



Introduction of the minigames



Mind the Mine

Welcome to the Mine!

The owl needs your help writing words. Here in the mine there are lots of letter blocks. An image of an object appears on the wall. Your mission will be to break the letter blocks you need to write the word.

Ex: When a CARROT appears, break the letters C, A, R, R, O and T and place them under the picture in the correct order so that they form the word carrot.

When you have the letters you need, write the word under the picture.

You can try as many times as you want. As a thank you, you will receive a page for your never-ending book by the Owl.

Good luck!



Read and Feed

Welcome to the barn!

The rabbit cannot read what is written on the wall. Do you want to help? Read the word and then go to the figure that matches the word. Easy as pie...or?

Ex: When the word LIZARD appears, go to the figure that represents a lizard.

You can try as many times as you want. As a thank you, you will receive a page to your never-ending book of the Rabbit.

Good luck!



What a Day, but what Day...?

Welcome to the Theatre!

The wolf has a little trouble remembering the order in which things were done... Can you help the wolf remember?

The wolf plays a little theater play for you. All around you are pictures that show the events that the wolf acted out in their play. Your task will be to place the pictures in the right order so that the wolf can remember their day.

The wolf is grateful for your help.

You can try as many times as you want. As a thank you, you will receive a page to your never-ending book of the Wolf.

Good luck!



Ponder the letter

Welcome to the Pond!

The bear finds it difficult to know which letter belongs to a certain sound or word. The bear asks for your help to solve the challenge. Do you want to help Björn?

You see a letter hovering over 5 images. You can hear what the letter sounds like by tapping on it. What word starts with that letter? Click on the picture you think matches the letter.

Ex: The letter C is displayed. You select the image with a CLOUD.

You can try as many times as you want. As a thank you, you will receive a page for your never-ending book of the Bear..

Good luck!



DEXI VILLE
THE WORDCRAFT ADVENTURE



THE PRINCE
COUPLE'S
FOUNDATION

Dexi Ville is a game developed by the Prince Couple's Foundation in collaboration with Minecraft Education, supported by Microsoft and Nordea. RISE, Research Institutes of Sweden, has been the foundation's educational partner in the development of the supplementary teacher guidance material.

Microsoft Nordea RI. SE