


# EDUCATOR GUIDE

This Educator Guide includes:

- Overview
- Lesson Information
- Ways to Use this Learning Content
- Multiplayer Support
- Gameplay Overview

# OVERVIEW

Welcome to **Wheel of Steve**!

This immersive experience, inspired by A Minecraft Movie, allows participants to develop proficiency in the five key skills: **Creativity, Critical Thinking, Communication, Community, and Collaboration**. Whether you are an independent pioneer or part of a collaborative team, these activities provide a unique fusion of Minecraft gameplay and serve as a platform for engaging with these essential Skills.

The skills of Creativity, Critical Thinking, Communication, Community, and Collaboration are crucial for success, equipping students with the capabilities to navigate and excel in an increasingly complex and interconnected world.

- **Creativity** fosters innovation and problem-solving, enabling students to think beyond traditional boundaries and devise unique solutions.
- **Critical Thinking** empowers them to analyze information judiciously and make well-informed decisions.
- **Communication** is vital for articulating ideas clearly and collaborating effectively with others.
- **Community** helps students form meaningful relationships and networks, enhancing their social and emotional intelligence.
- **Collaboration** teaches them to work efficiently in teams, leveraging diverse perspectives to achieve shared objectives.

Collectively, these skills prepare students to adapt to evolving environments, succeed in their careers, and contribute positively to society.

This **Educator Guide** is designed to provide you with comprehensive information to support all students.

It includes **background information** and **practical tips** to help you confidently utilize this learning content in your educational setting.

Within this guide, you will find the necessary **materials to facilitate purposeful dialogue** around key skills, ensure a successful in-game experience, and support student learning throughout the gameplay process.


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

# Lesson Information

**TARGET AGE:** Grades 4-8 (9-13yrs)

**LEARNING INTENTIONS:** Students will practice and improve their skills in Creativity, Critical Thinking, Communication, Community, and Collaboration through engaging gameplay with their peers.

Students will reflect on their experiences and discuss how they exhibited these skills and the importance of each to **be successful on a team**.

**SUCCESS CRITERIA:** The success criteria for students in this lesson are centered around their ability to demonstrate proficiency in Creativity, Critical Thinking, Communication, Community, and Collaboration and to identify when these skills are to be used.

**PURPOSE:** The purpose of this lesson is to immerse students in an engaging Minecraft experience called "Wheel of Steve," where they can practice Creativity, Critical Thinking, Communication, Community, and Collaboration.

Through various activities and mini-games, students will develop these skills, which are crucial for their success in an increasingly complex and interconnected world.

Gaming, particularly in educational settings like Minecraft Education, offers a unique platform for development of these skills.

- It encourages Creativity. as students build and design structures, solve problems, and think outside the box.
- It promotes Critical Thinking through strategic planning, resource management, and overcoming in-game challenges.
- It fosters Communication  as students work together, share ideas, and provide feedback to peers.
- It emphasizes Community and Collaboration  through teamwork, collective problem-solving, and the shared goal of achieving success in the game.

These skills are not only essential in gaming but are also transferable to real-life situations, enhancing students' ability to navigate and succeed in various aspects of their lives.


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

**SUGGESTED PRE-LESSON ACTIVITIES (WHOLE CLASS):** Use the classroom PowerPoint presentation (available in the lesson Supporting Files) to conduct a discussion on the skills students will be practicing.

*Discussion Prompt:* What are some ways you can think of where you use these skills in school and in your daily life?

*Discussion Prompt:* How might you use these skills during games you play as a team, either in real life sports or in video games?


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

**PRIOR KNOWLEDGE REQUIRED BY STUDENTS:**

Wheel of Steve is meant to be an introductory level experience for players. Each mini-game can be played on its own in single player. The most common skills students should practice for best results in this world are:

- Movement within Minecraft using either keyboard or touch controls
- Familiarity with placing and breaking blocks within Minecraft
- Interacting with NPCs (non-player characters) and buttons

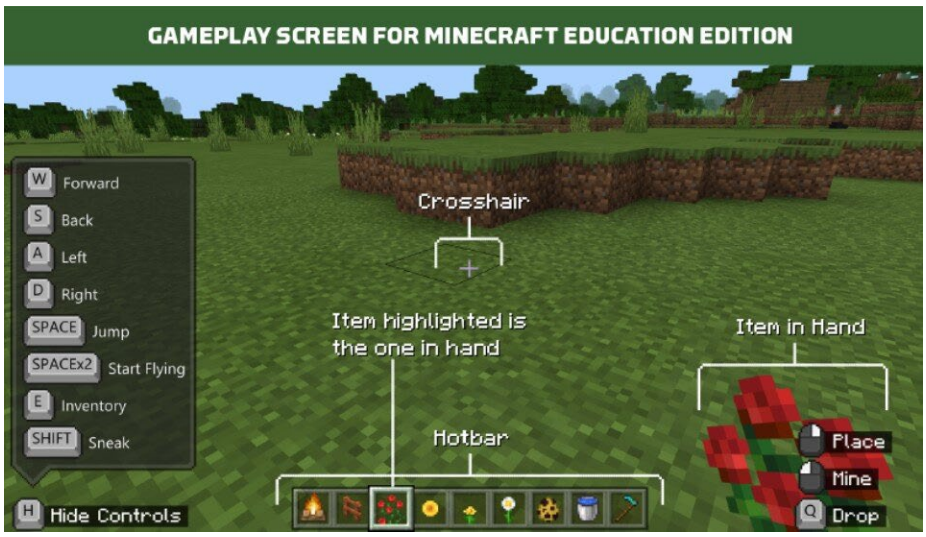
NOTE: If students need additional support learning to play, a control guide can be toggled by pressing H on the keyboard, and gameplay tutorials can be found in the “How to Play” section of the in-game Lesson Library.

## Navigating the Minecraft environment.

Navigating the Minecraft environment involves understanding the basic controls, interface, and key features that will enhance your learning experience.

First, familiarize yourself with the movement controls: use the **W, A, S, and D keys** to move forward, left, backward, and right, respectively. The space bar allows you to jump, while double-tapping the space bar enables flying mode, which can be very useful for surveying your surroundings.

The **mouse** is used to look around and interact with the world. Left-click to break blocks or attack entities, and right-click to place blocks or use items. The inventory, accessed by pressing the E key, is where you manage your items and blocks. Here, you can drag and drop items to organize your inventory or craft new items using the crafting grid.





© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

The **hotbar** at the bottom of the screen shows your quick access items. Use the number keys (1-9) to select an item from the hotbar. To view your current objective or access the menu, press the ESC key. This menu allows you to adjust settings, save your progress, or exit the game.

With these basics covered, you are ready to start coding and creating within Minecraft Education.


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

# WAYS TO USE THIS LEARNING CONTENT

**How can this lesson be used?**

| | |
|---|---|
| **Integrated into classrooms** | The Wheel of Steve game can be integrated into classroom activities to promote the development of 21st-century skills. Gameplay combined with a class discussion can help support student growth and development and be tied to team building or career skills education. |
| **Afterschool learning opportunities** | Afterschool programs can benefit from the Wheel of Steve game by offering students a fun and engaging way to continue learning outside of regular school hours. The game supports social-emotional learning by fostering a sense of community among participants and is suitable for eSport style gameplay for groups. |
| **Summer camps** | The dual utility of Minecraft Education as a self-directed or facilitated tool for learning makes it particularly well suited for summer camps. Wheel of Steve is an excellent starting point for the hundreds of pre-built game worlds found within Minecraft Education. The gameplay can be used to encourage building community, and to promote communication and collaboration among your campers. |
| **Homeschool groups** | You don't have to be exclusively at a school or part of a school district to utilize Minecraft Education. Homeschools, families, and other organizations can purchase and manage Minecraft Education through our commercial offer. You can find more information here. |


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

## MULTIPLAYER SUPPORT

Multiplayer is one of the most popular and effective ways to leverage Minecraft in the classroom. It's a great way to encourage collaboration, communication and problem solving as students work together on projects in a shared Minecraft world.

Multiplayer play is encouraged in Wheel of Steve. The game can support two teams of up to four players each, but individual play against computer opponents is also supported

Minecraft Education features multiplayer games that connect using picture-based join codes.  All players in the same Office 365 tenant can host and join worlds together in the classroom. For most users, this means the part of your email address after the @ symbol matches that of the other players.

Here are the requirements for the best possible multiplayer experience:

- Multiplayer is possible for players within the same Office 365 tenant.
- Players are using a device that meets the system requirements for Minecraft Education.
- Players should have the most up-to-date version of Minecraft Education
- All players need to be running the same version of Minecraft Education to be able to host and join worlds together.

This article will provide you with more in-depth information about hosting, join codes, troubleshooting, etc.

You can also watch this video to see how to host and join multiplayer sessions.

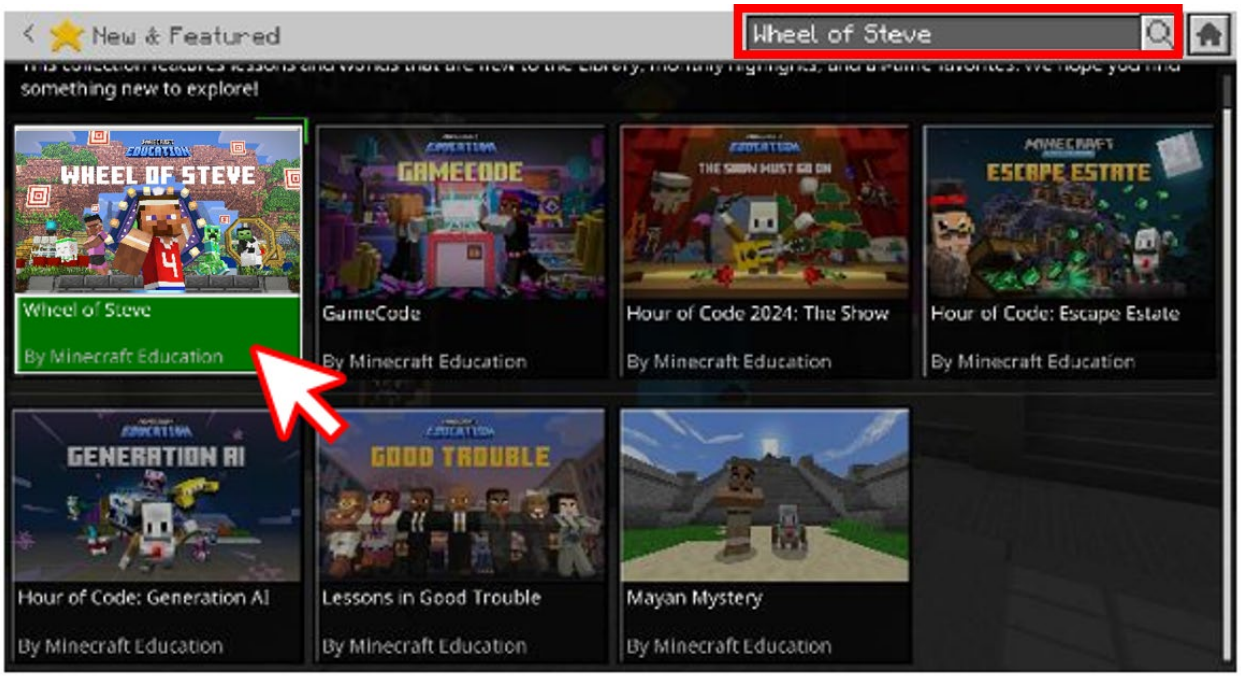
Although the Multiplayer experience was designed and optimized for classroom use where all players are on the same network, Multiplayer across different internet communities is possible by making some changes to your home network configuration.  Visit the How to Set Up a Multiplayer Game from Home Guide to understand how to host a game that players on other networks will be able to join.


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

# GAMEPLAY OVERVIEW

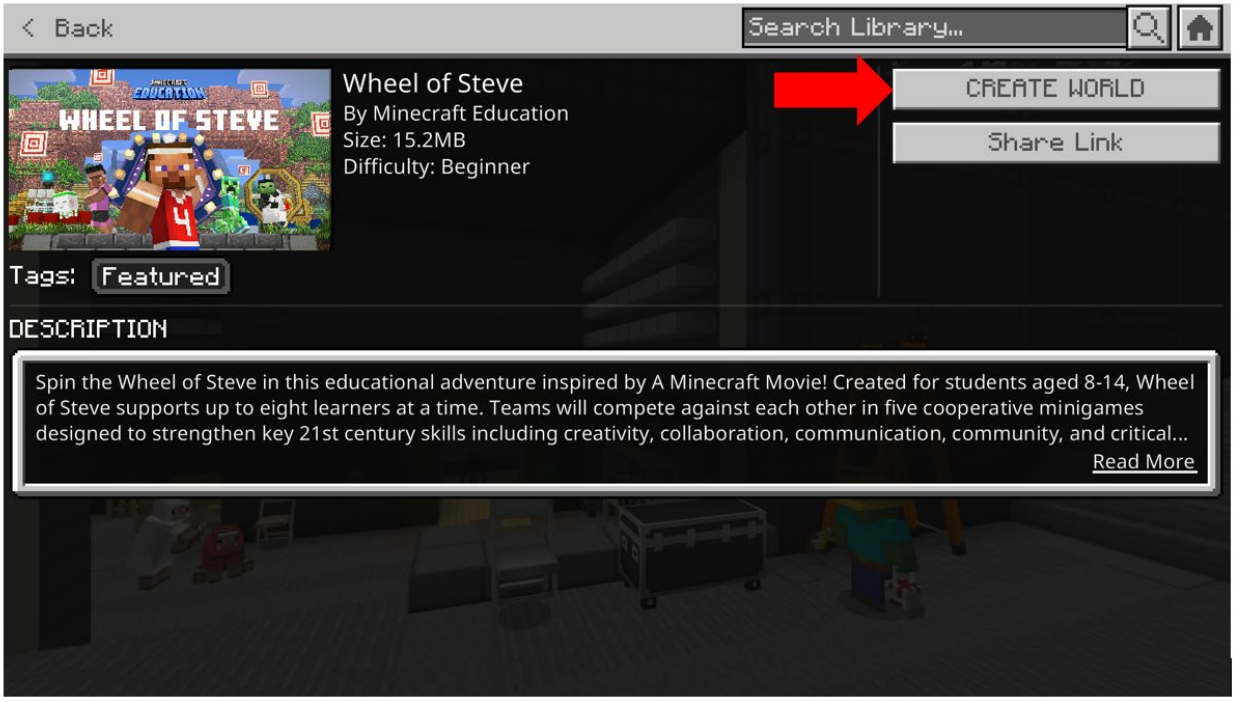
## Host the World

Begin by having all students start Minecraft Education. Divide students into groups containing 4-8 students each. For each group, choose one student to be the host. The host will start the game world that the rest of their group members will join. Groups of fewer than 4 may also play, but the game will provide computer players to ensure even teams. Share the LINK to the world with the host players (or individual players), or have them navigate to the world's page in the in-game Lesson Library by using the search bar. Once on the world page, click Create World to begin.





© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie




## Team Selection

After an introductory cinematic,  players will see a red area and a blue area directly in front of them. Players must choose their team by stepping onto the red or blue blocks.

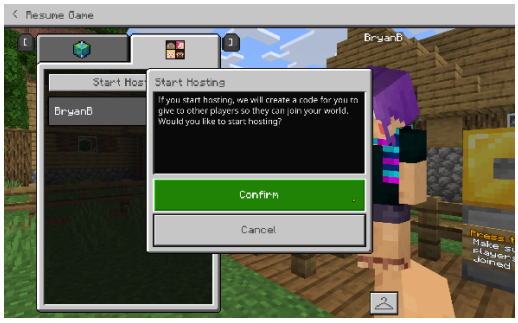
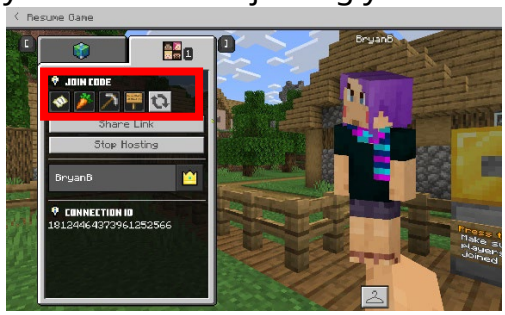



**For a Single Player game:**

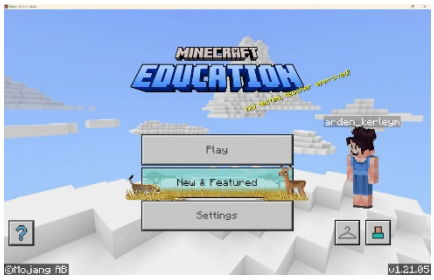
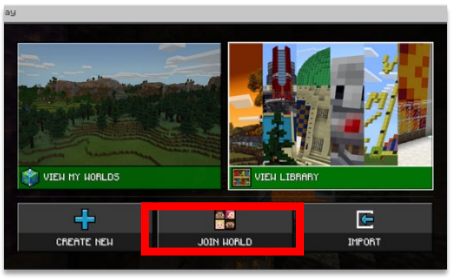

© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

For a single-player experience, the student will choose red or blue, then press the button twice to start the game.

**For a Multiplayer game:**

| | |
|---|---|
| Step 1: Host player must pause the game. Click on the Friends tab.<br> | Step 2: Click **“Start Hosting”.**<br> |
| Step 3: Click **“Confirm”** to start hosting.<br> | Step 4: Provide the join code to other players who will be joining your world<br> |

## If you are joining the world, following these steps:

| | |
|---|---|
| **Step 1:** Select “Play”.<br> | **Step 2:** Select “Join World”.<br> |
| **Step 3:** Enter the join code. | **Step 4:** Confirm that it’s the correct world you are trying to join. |


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie







Once players join a world, they should be able to see each other on their screens and their names under the join code.




Once everyone has successfully joined the game and selected their team, the host of the world will press the confirmation button opposite the red and blue team selection areas (pictured to the right) twice to begin.

## Game Selection

All players will be transported to the game selection area.




© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

There are two ways to play:

**Spin the Wheel of Steve!**

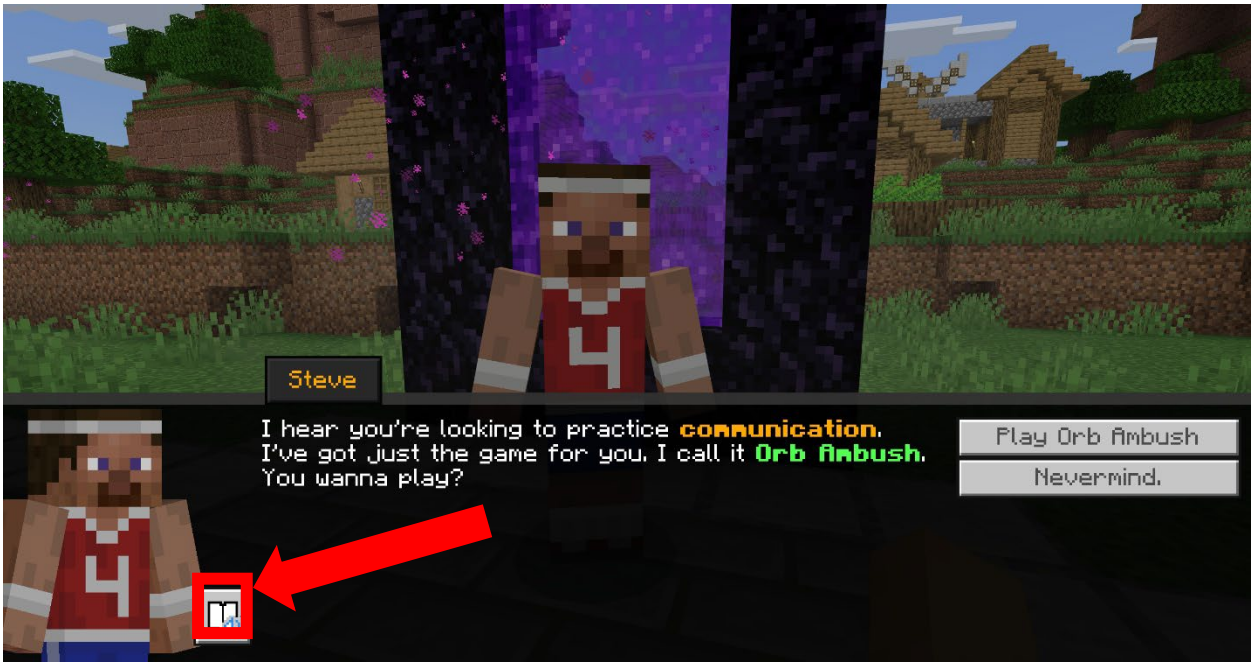
- The host will interact with the Wheel of Steve, which will select a random mini-game to be played.
- Teams will compete in the selected mini-game.
- The first team to win 3 mini-games is the winner.

**Practice the mini-games!**

- The host can speak with any character to begin playing a specific mini-game.
- Use this method if you want to play a specific mini-game, or if you just want to practice.
- Mini-games started in this way won't count towards the team's win count.

### Helpful Hint – How to use Immersive Reader

Immersive Reader is an integrated feature of Minecraft Education. It supports learners in reading or translating in-game text, including the character dialog. When a dialog box is opened, you will see an icon in the bottom right-hand corner of the NPC picture in the dialog box.




## Mini-Game Overview


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

**Game: Elytra Rumble**

Players fly with elytra (wings) and drop TNT into the other team's volcano. To use the elytra, players will press the jump key while falling. They will then begin to glide. Using the rockets will give players a boost of speed. Each time a player drops TNT into their opponent’s volcano, they will earn a point for their team=l. The first team to ten points wins.

**Skill: Community**

Building working relationships with your teammates is crucial to victory. Timing can be tricky. Work together and help teammates if they are in need of support in or out of the game.



Speak with the creeper to play Elytra Rumble





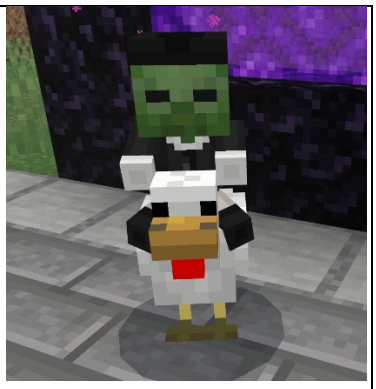
© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

**Game: Nock It Off**

Players are given bows and arrows. Teams compete to shoot targets to gain points for their team. Hints: Shooting certain targets will engage the minecarts, while shooting moving targets or Mobs (Minecraft creatures) holding targets will score bonus points.

**Skill: Creativity**

Shooting the most targets is not the only goal. Players should observe the play area and look for creative combinations to score the most points.



Speak with the Chicken Jockey to play Nock It Off.





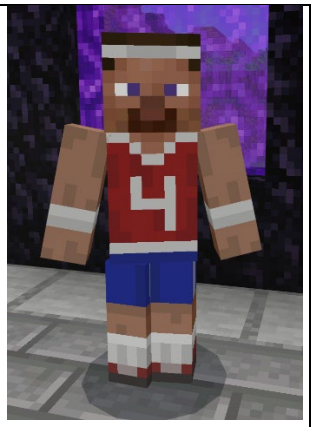
© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

**Game: Orb Ambush**

In this game of Minecraft “tag,” teams compete to hold the orb for the longest amount of time. When the game begins, players will interact with the orb to pick it up. After picking up the orb, the player will start gaining points for their team as long as they hold the orb. The catch is that the longer a player holds the orb, the slower they move. To take the orb, interact with another player to “tag” them.

**Skill: Communication**

Players should communicate and strategize how long to hold the orb, when to take it from the opposite team, and where to hide.



Speak with Steve to play Orb Ambush.





© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

**Game: Contraption Craft Off**

Teams face off to fix complex Rube-Goldberg like contraptions. Players will see a blueprint with a crafting pattern. They will need to collect the necessary parts and place them in the correct order to build the part. In single player, 1v1, and 2v1, all players will work to build contraption parts. In 2v2 and larger teams, one player from each team will need to place the completed contraption parts in the correct order to fix the machine.

**Skill: Collaboration**

Everyone will need to work together, taking on different roles to build the machine and collaborating to decide the most efficient way to build each blueprint.



Speak with the Villager to play Contraption Craft Off.





© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

**Game: Grid Wars**

Teams work to complete the most patterns within a time limit. Players will see a pattern on the central wall that must be replicated. To do this, players must run through their garden and pick up the necessary blocks. Players can only hold one block at a time. Place the blocks carefully, as mistakes will reset your design.

**Skill: Critical Thinking**

Figure out how to solve the puzzle quickly and think through the most efficient way to collect each block your team needs to complete the pattern.



Speak with the Ghast to play Grid Wars.




**Helpful Hint** – Keep an eye on the timer at top of the screen. When it runs out the game will end.





© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

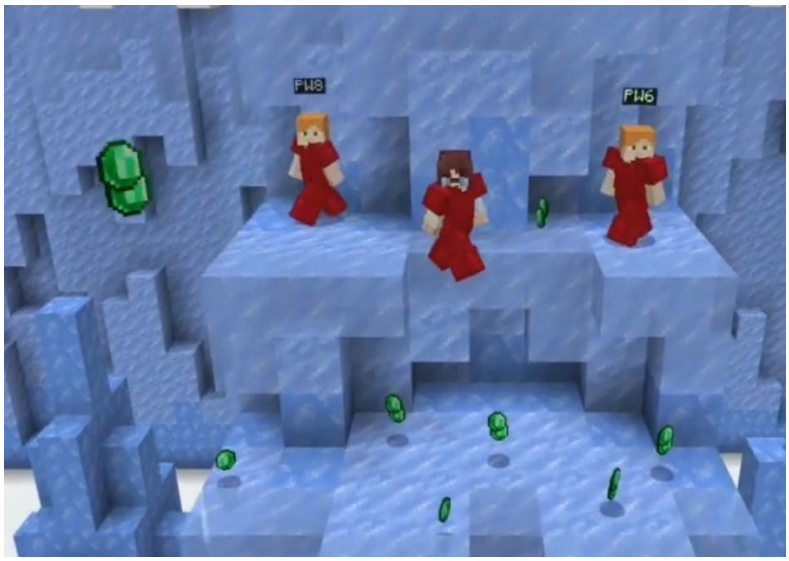
**Helpful Hint** – Team scores are displayed on the right-hand side of the screen.




## Final Showdown

The team that wins three out of five games will have the opportunity to play the Final Showdown mini-game. In the case of a tie, the game will determine the winner.

Players will move down an icy slope and try to collect as many green emeralds as possible. The player to collect the most emeralds is the winner.




## Observational Assessment

During gameplay, observe the behaviors of your students.  Below are some examples of student behaviors that can demonstrate utilization and growth in each skill area.

1. **Community**: Students build trust with their team members. They show empathy and respect for diverse perspectives. Observe students' interactions with their peers, their ability to work well in diverse groups, and statements that promote social and emotional well-being.


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie

2. **Creativity**: Students may demonstrate the ability to generate original ideas and solutions. Teachers can assess this by observing students' willingness to take risks in their thinking and explore multiple perspectives, looking for instances of create unique solutions or use of imaginative approaches to problem-solving.
2. **Communication**: Students effectively express their ideas and listen to others. They use appropriate language, tone, and non-verbal cues. Observe students' participation in game discussions, their ability to present information clearly and confidently, and their responsiveness to feedback from peers and teachers.
3. **Collaboration**: Students work effectively in teams to achieve common goals. They share responsibilities, contribute ideas, and resolve conflicts constructively. Observe students' ability to collaborate, their willingness to help others, and their effectiveness in coordinating tasks and roles within a team.
4. **Critical Thinking**: Students exhibit the ability to analyze and evaluate information critically. They may ask thoughtful questions, identify assumptions, and make reasoned arguments. Observe students' ability to support their opinions with evidence, their engagement in debate or discussions, and their proficiency in identifying logical fallacies or biases.

## Post-game Reflection

After completing the gameplay, discuss the experience of playing Wheel of Steve with your students. Sample discussion questions might include:

- What were some creative solutions you came up with during the activity?
- What challenges did you face, and how did you overcome them? What strategies did you use to analyze and solve problems?
- How did you communicate your ideas to your teammates? What methods worked best for effective communication?
- How did you build relationships and connect with your teammates? What actions did you take to ensure everyone felt included?
- How did you contribute to the team's success? What role did you play, and how did you support your teammates?


© 2025 Microsoft. All Rights Reserved. Inspired by A Minecraft Movie