Teacher's Guide

Goya and the Master Brush

LETCRAFT EDUCACIÓN



Goya and the Master Brush

In 2025, the **Goya Museum in Zaragoza celebrates the 250th anniversary of Francisco de Goya's self-portrait with a special exhibition** featuring the **"Master Brush"**, a symbolic object supposedly used by the artist. During a visit to the museum, an inexplicable event occurs: a storm causes a power outage, and **Goya comes to life, stepping out of his painting**.

Goya, disoriented, asks for help from the player, a young visitor who has been left alone in the room. **Together, they discover that other figures from his paintings have also come to life** and are now wandering through the present-day world. Only the **"Master Brush"** has the power to return them to their paintings.

With the Master Brush and Goya as a companion, **the player embarks on different missions across Zaragoza's iconic locations**, such as the Goya Museum, the streets of Zaragoza, the Basilica del Pilar, and his birthplace in Fuendetodos. **Their objective is to find and return the figures to their original works**, while also discovering the profound influence of the artist on the city's culture and heritage.

Through various activities and challenges, **students will not only learn about Goya's life and work but will also help the artist himself discover and understand the true impact of his legacy**. The ultimate goal is for Goya, upon recognising the **indelible mark** he has left on art history, to return to his painting with the satisfaction of having transcended time to the present day.

Methodology and Classroom Organisation

The world activity is designed for **students to complete individually**. **The final construction challenge can be done in small groups** using multiplayer to connect. Each student must have their own device with an internet connection and the game world loaded on it.

To access Minecraft Education, students must use their Microsoft 365 username and password.

If the challenge is done in a small group, it is recommended that each student in the group chooses a different appearance (skin) so they can be easily distinguished in the game.

During the session, students can keep a journal of the activities they complete. This journal can be in two formats:

- **Digital format**: Using the book and quill and the camera in Minecraft Education, then exporting the book at the end of the session.
- **Physical format**: Writing down their adventures in a classroom notebook.

The multiple intelligences methodology is an approach that can be applied in various ways with Minecraft Education. Specifically, through the activities proposed in this world, the following intelligences are developed and will be worked on transversally:

Linguistic	Logical-mathematical	Visual-spatial	Musical	Bodily-kinesthetic	Intrapersonal	Interpersonal	Naturalistic
✅	✅	✅		✅	✅	✅	

Key elements



The Master Brush

The "Master Brush" will be the player's main tool throughout the world, allowing them to complete the different missions guided by Goya as they progress in Minecraft.



Construction Area

The construction area at the end of the world will have Minecraft Education's Creative Mode enabled, meaning students will be able to access any block they need for building through their inventory.

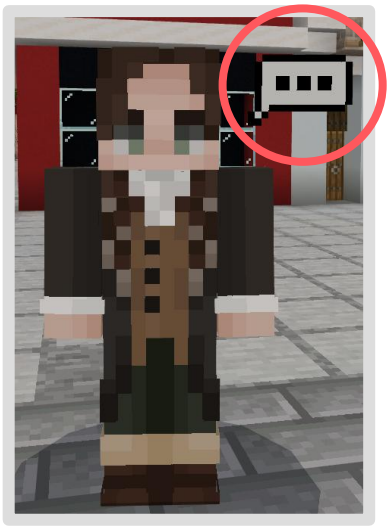
NPCs and Characters in Minecraft - Goya

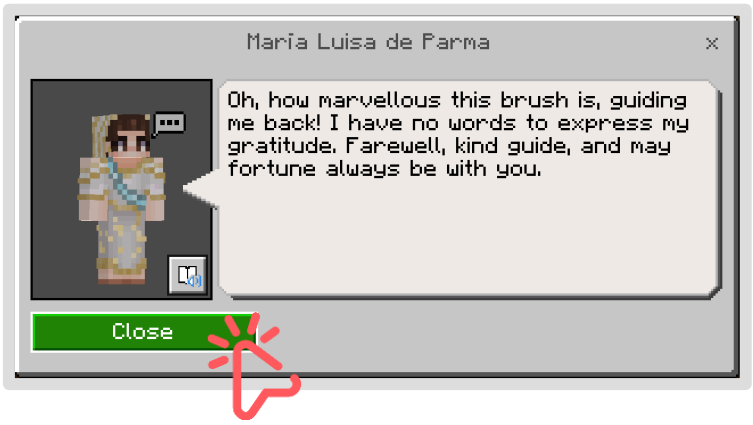
In Minecraft **Education** worlds, **NPCs are essential for guiding students** through the learning experience. These characters often **have buttons in their dialogue boxes, which students must use to progress through the narrative or trigger key events**. These buttons serve different functions: answering questions, moving to the next dialogue (such as a "Next" button), or closing the current dialogue box (such as a "OK" or "Close" button), among others.

However, students may accidentally close the dialogue box by pressing the **ESC** key or clicking the **"X"**, preventing certain mechanisms or in-game events from activating, which are essential for progression.

Therefore, it is important to remind students that **if they find themselves stuck and unable to progress in the activity, they should speak to the last NPC again and check that they have interacted correctly with the buttons**.

Additionally, characters that need to be interacted with will have an indicator above them.





Goya will be the player's constant companion in the Minecraft world, serving as the key reference point for launching different missions or reminding them of their objectives.



Main Mission

Goya and his Master Brush

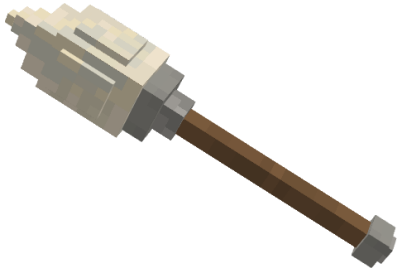
In 2025, the Goya Museum in Zaragoza will celebrate the 250th anniversary of one of Francisco de Goya's most iconic self-portrait, painted in 1775. To commemorate this occasion, the museum will host a special exhibition on the first floor, focusing on the artist's evolution and his impact on global culture. The centerpiece of the exhibition is the "Master Brush", a paintbrush that, according to legend, Goya used to create many of his most famous works.

The **journey begins at the entrance of the Goya Museum, Fundación Ibercaja Collection, Museo Camón Aznar**; where the player starts by speaking with a guide who explains the current exhibition. Throughout the visit, the player encounters more guides, easily recognizable by their uniforms, who share details about the exhibition and Goya's life.





Upon reaching the **Goya Room on the first floor, the player discovers the "Master Brush"**. A guide explains its historical significance, but suddenly, the power goes out, leaving the museum in darkness. The guide leaves to investigate the issue, leaving the player alone in the room.



Activities

Mission 1 – Goya Museum

Once the power goes out in the museum, the **Master Brush** lights up, and we will need to pick it up. **At that moment, a voice is heard in the room: it is Goya, who has stepped out of his self-portrait.** After a brief conversation in which the player explains what is happening, they both hear other voices in the darkness.



The **first mission** will be to **return the characters from some of Goya's most important works back to their paintings**: the explorer **Félix de Azara**, **Queen María Luisa of Parma**, and **a girl from the "Kids Games" series**.



To **help the characters** return to their paintings, **we will use the Master Brush** and, with the **right mouse button**, **we will launch "luminous paint"** for the characters to follow, guiding them directly to their paintings.

Each painting is marked with a **floating yellow arrow** to make it easier to locate: the **Félix painting** is in the **main hall**, **María Luisa's painting** is in the **room opposite**, and the **girl's painting** is in the **room to the left**.

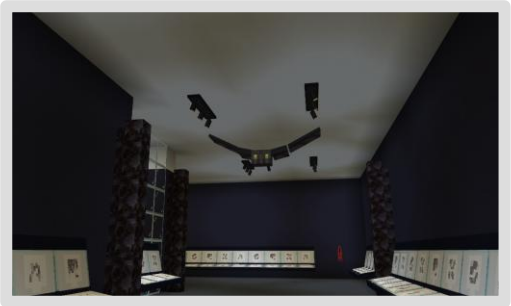
After returning the characters to their paintings, Goya and the player **decide to investigate what caused the power outage in the museum**. As they leave the **Goya Room**, they meet one of the museum guides, who asks for their help to **restore the electricity** and points them towards a nearby **fuse panel**.



Activities

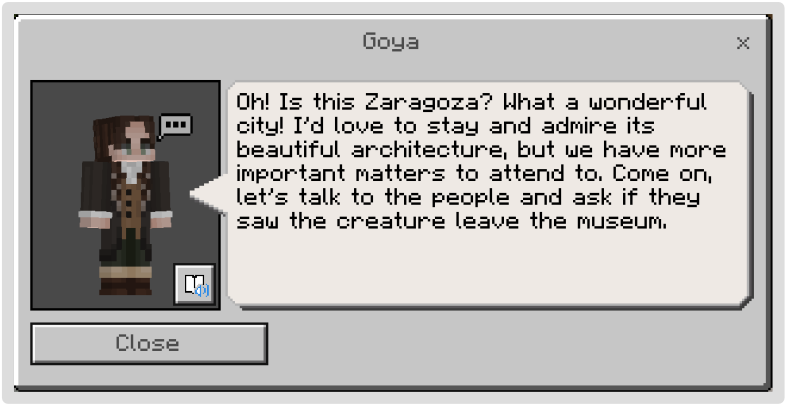
Mission 2 – Streets of Zaragoza

When we restore power to the museum, we must head to the **Engravings Room**, where we will encounter **a flying monster that has escaped from the famous engraving "The Sleep of Reason Produces Monsters."**



Goya and the player try to capture it, but **the monster manages to escape the museum and flee into the streets of Zaragoza.**

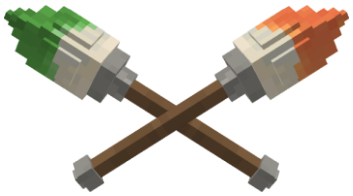
Once in the streets of Zaragoza, **the locals mention having seen the black flying creature crashing into several buildings.** This is where our next mission begins.



In this mission, we will need to use the **Master Brush** with a new ability: **the power to capture colours and launch coloured paint projectiles.**

Mechanics of the New Brush and Buildings:

- **Selector Brush:** This grey brush indicates that no paint is selected. To load the brush with a colour, approach a flower and "hit" it with left-click, absorbing its pigment.
- **Launch Paint Projectiles:** With the brush loaded with a colour, the player can launch paint projectiles using right-click.
- **Clean the Brush:** Water buckets can be found, and using left-click, the player can hit them with the painted brush to remove the paint.
- **Mix Colours:** To create secondary colours (orange, green, and purple), the player must first load the brush with a primary colour. Then, with the brush loaded, they must "hit" (left-click) a flower of another primary colour to mix it.





Activities

Mission 2 – Streets of Zaragoza

Building Colours	
Red building	Red
Orange building	Yellow + red
Green building	Blue + yellow
Purple building	Red + blue



After **restoring all the buildings** on the main street (red, orange, green, and purple), Goya notices that **the engraving's monster is now in Plaza del Pilar**.

Upon arrival, we see that **the monster is no longer completely black**, but a mix of colours corresponding to the restored buildings. This happened because, **when crashing into the buildings, it absorbed their colours**, losing its blackness and weakening.



Goya realises that the monster was never trying to cause harm, but instead, **it represents his own fears**, and its escape from the museum was out of fear and confusion. **We will need to use the colour black to help it regain its original colour.**

Activities

Mission 3 – Basilica del Pilar

Upon **entering the Basilica del Pilar**, Goya and the player are welcomed by Miguel, who tells them about a **strange event: several figures and clouds from the fresco *The Adoration of the Name of God* have come to life** and are now scattered throughout the Basilica.



For this new mission, **the Master Brush gains a new ability**: **the power to create floating clouds**, which can be used as platforms to reach high places. We must talk to **The Leader** and help recover the lost objects of each of the other three figures from the fresco. With this new brush ability, **the player can create cloud platforms, reach the objects, and return them to each character, restoring order in the Basilica.**

Character	Object	Image
The Musician	Harp	
The Explorer	Scroll	
The Glutton	Grapes	



Activities

Mission 4 – Fuendetodos

After completing the mission in **the Basilica del Pilar**, Goya reflects on everything that has happened... Convinced that the answers to what they have experienced lie in his roots, **he asks the player to accompany him to his hometown, Fuendetodos.**



After speaking with some of the villagers, Goya asks the player to **accompany him to his childhood home**. During a conversation with the player, **Goya realises that certain objects inside the house are connected to his memories** and could **help him reconstruct his memory** to understand why all of this is happening.

Mechanics of the New Brush – "Memory Selector":

With this new ability, the player must look for objects emitting a special glow inside Goya's childhood home:

- When finding a glowing object, the player "hits" it using left-click to **capture a memory fragment**. When this happens, the brush **turns pink**, indicating it is now loaded with the associated memory.
- **With the brush loaded, the player launches a paint projectile at Goya** (right-click). This allows him to **recover the memory linked to the object**.

Objects to Recover Goya's Memory:



Activities

Mission 4 – Fuendetodos

Upon recovering the four memories, Goya regains his original colour, symbolising the **restoration of his memory, his essence, and his identity as an artist.**

Ending – The Master Easel

With his memories restored, **Goya reflects on how the Master Brush always responded to his needs** and those of the player: lighting up when there was no light, painting when restoration was needed, creating clouds to overcome heights, and recovering his memories. Everything that happened had a **purpose: to return the brush to its place of origin, his Master Easel,** the canvas where his artistic journey began.

Goya remembers a hidden room in his house, marked by a pink door, where his family kept their most important belongings. Following his instructions, **the player launches one final memory projectile with right-click at the door,** causing it to open.

Inside the room, **they find the Master Easel.**



When interacting with the easel, the player is transported to the construction area, where Goya will give the final instructions to begin their work.

Other Activities

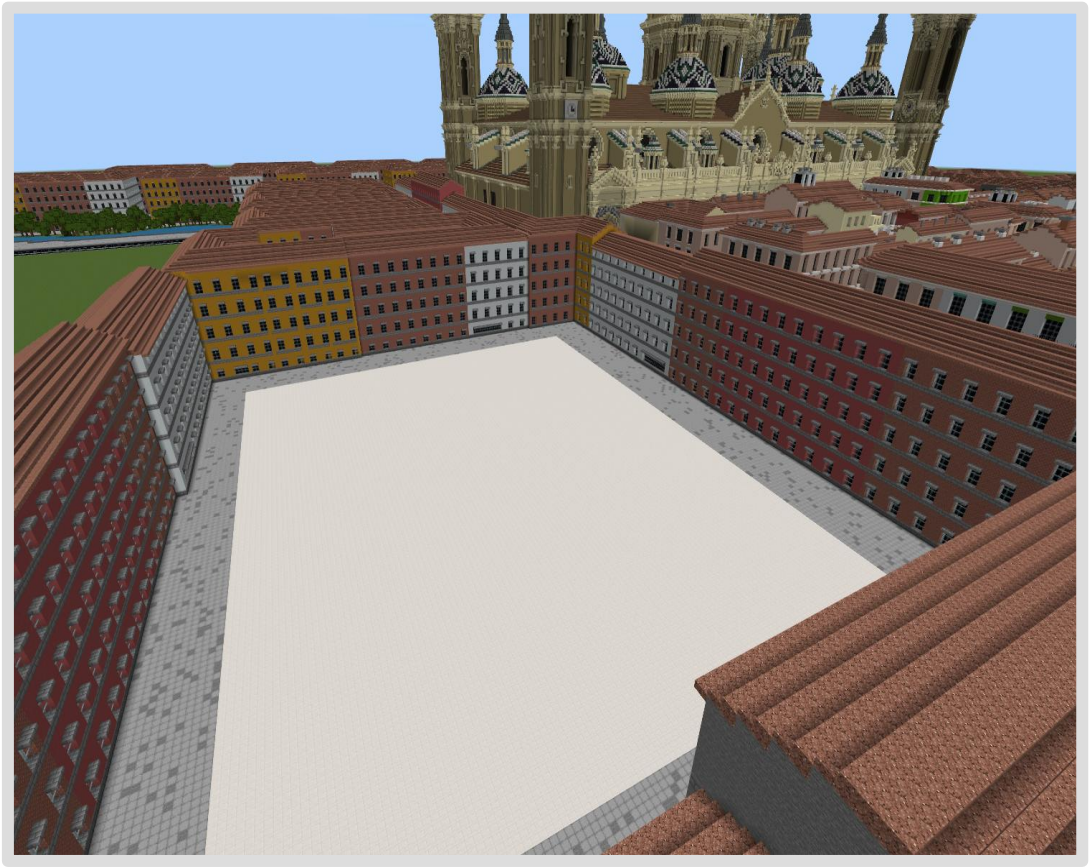
Construction Activity – The Legacy of Zaragoza

Final Construction Activity:

This activity **must be completed once all other activities in the world have been finished.**

At the end of the world and its challenges, **players will find a construction area** where they will need to work together to **develop their own construction proposals.**

This **construction will be related to the selection of historical and/or artistic heritage from the province of Zaragoza**, and players will have to **recreate them within the world of Minecraft Education.**



Evaluation

To assess the students' performance during the session, there will be **two types of evaluation**: intrinsic evaluation as they progress through the different missions in the world, and evaluation during the construction phase.

Intrinsic evaluation will depend on whether students successfully complete each of the missions in the world. As they correctly complete the missions, they will be able to progress through the world.

Evaluation during the construction phase will be based on the **creativity section of the rubric**, which can be found on the next page.

Additionally, students can use **blackboards and NPCs** to document information and explanations that accompany the construction of their train station.

Learning Evidence

Learning evidence that can be collected in the Minecraft world:

- **Missions throughout the world**: The design of Goya's world ensures that students cannot progress in a mission without having completed each of the previous ones correctly.
- **Photos of the construction proposal**, which will be evaluated based on the **rubric section** on the next page.
- **Photos and notes** that students take during their visit to the **Goya world**.

Once students have gathered all their learning evidence, **teachers can assign them the task of exporting their portfolio** with all the collected evidence and submitting it as a task in their **LMS (such as Teams).**

Students can also be asked to create a **presentation using Sway, Canva, or another tool**, summarising what they have learned and explaining their **construction proposal**.

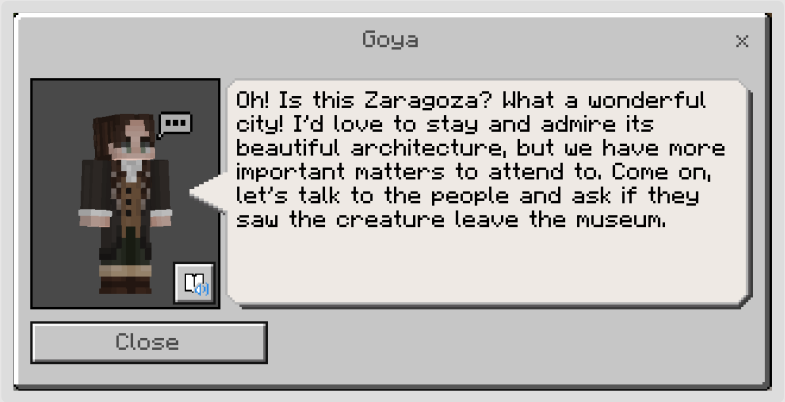
Evaluation

Rubric for the Construction Challenge

	4	3	2	1
Functionality	A wide variety of Redstone mechanisms and other Minecraft functionalities are used within the construction proposal.	The design is functional within the game, including various Redstone mechanisms in the construction proposal.	The design follows proportionality rules, using different blocks to distinguish sections. Some mechanisms are included within the construction proposal.	Lack of details in the construction, with little variety in block usage. Minecraft's available mechanisms.
Realismy and Design	The constructed heritage uses unique materials and blocks, enriching the design with variety in zones and distinct areas.	The constructed heritage uses unique materials and blocks, enriching the design with variety in zones and distinct areas.	The use of colours and materials helps convey the objective of the activity and resembles real heritage.	Lack of details in the construction, with little variety in block usage.
Realism	The design and materials used for construction 100% match reality. The heritage is complex and realistic.	The design and materials used for construction match 50% of reality. The design is functional, with realistic details.	The design and materials used for construction correspond to 25% of reality and what would be used in the world. Basic design.	The design and materials used for construction do not match reality.
Importance for the Province	The importance of Zaragoza's heritage is reflected through blackboards, NPCs, or other elements.	Zaragoza's heritage is mentioned through a blackboard and at least one NPC.	The importance of Zaragoza's heritage is briefly mentioned.	There is no mention of Zaragoza's heritage (no use of blackboards or NPCs).

Evaluation

Examples of Learning Evidence



Conversations with characters in the Goya's World (if they do not complete the mission correctly, they will not progress)



Examples of photos of construction proposals



Photos and notes taken during the world using the book and quill

Evaluation

Sharing Learning Evidence

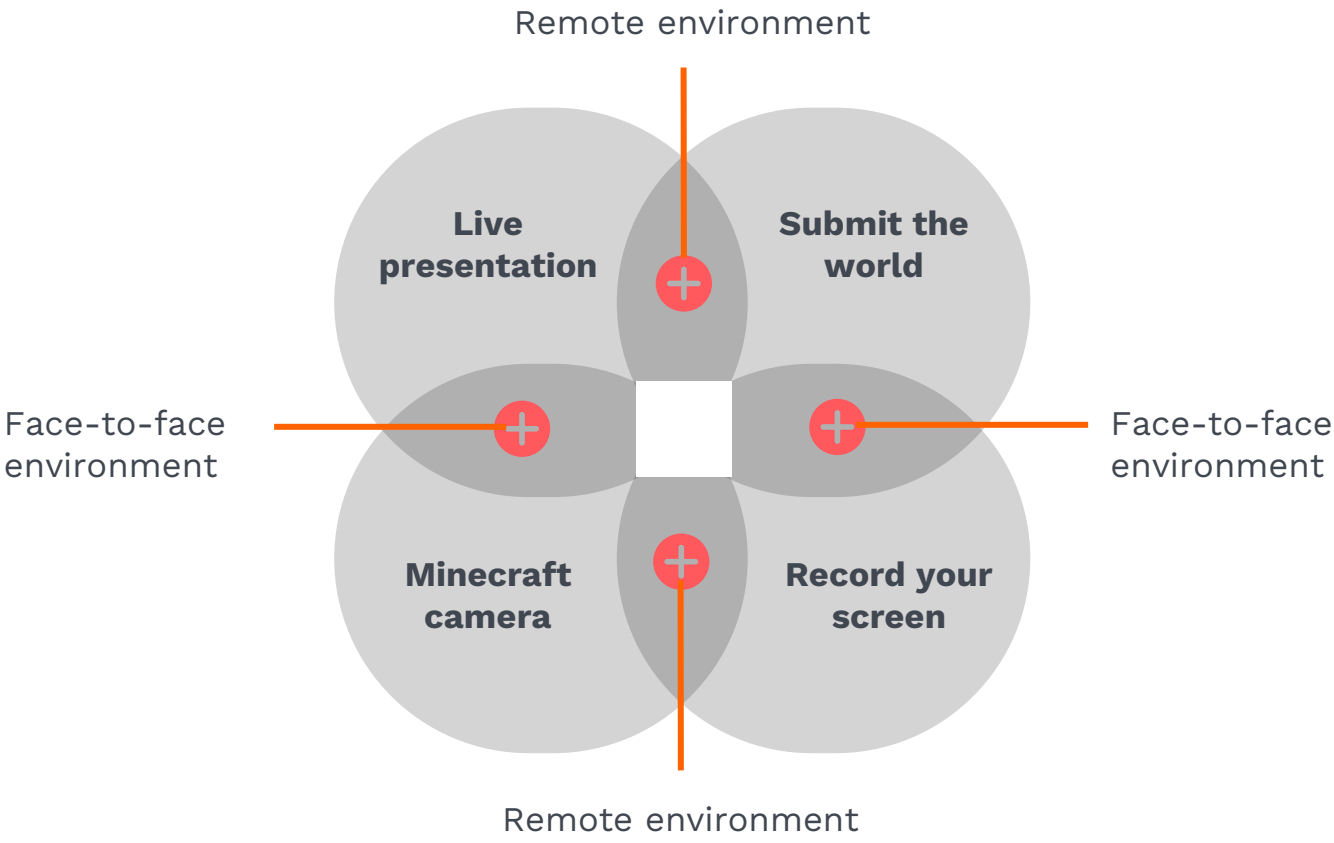
There are various ways to share learning evidence. This diagram presents four methods, considering whether the activities take place in a **face-to-face, remote, or hybrid environment**.

1. **Live Presentation**: In this mode, students share their screen on a TV/projector and present their work.

2. **Submitting the World**: Students download the world onto their computer and send it to their teacher via their LMS, such as Teams (a platform for working with students).

3. **Minecraft Camera**: Students take photos within Minecraft using the camera feature.

4. **Screen Recording with Clipchamp**: Students record their screen and explain their world using the Clipchamp app.



Tips and Recommendations

Gameplay in the Classroom

- Positive attitude.
- Respect.
- Calm.

Possible Technical Issues

- Internet connection (check for stability).
- Game versions (all updated to the latest version).
- Office 365 users and ME licences activated.

Class Dynamics

- Walk around the classroom. Teacher's role: activity guide.
- Encourage students to help each other.

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