DEXI VILLE

THE WORDCRAFT ADVENTURE



MINECRAFT EDUCATION

THE PRINCE
COUPLE'S
FOUNDATION

Dexi Ville – Teacher's Guide

Supporting Literacy and Math through Game-Based Learning

We're so glad you want to use the Minecraft Education game "Dexi Ville"!

Dexi Ville – the Wordcraft Adventure is a game developed by the Prince Couple's Foundation in collaboration with Minecraft Education, supported by Microsoft, Nordea and The Crown Princess Margareta Memorial Foundation.

It's designed to help children aged 8-10 develop reading habits, expand vocabulary, and build reading fluency through an engaging, game-based environment.

In this teacher's guide, you'll find:

- Background, game overview and goal
- Suggestions for how to introduce the game to students and colleagues
- Ideas for class discussion
- Fun follow-up activities to extend learning
- Preparations for you as a teacher

There is also a PowerPoint presentation available for use with your students: it's called "Getting Started with Dexi Ville" and can be downloaded here.

Note: Dexi Ville is not intended to replace teaching materials, but to serve as a complement to your instruction. It is also well suited for use in small groups.

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Goal of Dexi Ville - The Wordcraft Adventure, in Minecraft Education

Dexi Ville aims to inspire children to read and do math by making it a natural part of the gaming experience in a Minecraft setting. The game is designed to strengthen children's confidence and curiosity in reading, writing, and mathematics, which is why it includes challenges that support both language and math skills.

Cognitive science shows that language and logical thinking are closely connected. Improved reading ability helps children interpret word problems and understand mathematical concepts, as both reading and problem-solving activate working memory.

Specific goals include:

- Increased Reading Habits: Incorporating reading into every challenge to naturally boost engagement.
- Expanded Vocabulary and Fluency: Through adventures and tasks, children learn new words and improve their reading speed.
- Enhanced Curiosity and Self-Esteem: As kids overcome reading and math-based challenges, their curiosity and confidence grow.
- Increased familiarity with numbers and operations: As children engage with the challenges, they train their working memory and learn mathematical concepts in an enjoyable and playful way.

The ultimate success of Dexi Ville will be evident when a child tells us, "I'm feeling more encouraged and confident to read and do math!" This indicates that our aim to blend education with fun in "The Wordcraft Adventure" has truly resonated with its young players.



Game Overview

Dexi Ville is set in a Swedish-inspired village that the student explores and discovers. In the village, there are several challenges related to the magical power of reading, writing and count, and as a player, you will encounter several helpful characters who guide you around.

When you arrive in the village, you meet the friendly hedgehog Dexi, who loves to read and therefore collects stories. In the village, there is a magical book called "The Never Ending Book." It grows and becomes richer with each new page added by the player who takes on the reading and writing challenges found in the village. Dexi asks for your help in filling the book with new pages, as the village is full of stories waiting to be discovered. You earn pages by taking on the challenges given to you by the characters in the game.

Get started

Instructions for Downloading for Windows/Chromebook or Android/Mac/iPhone or iPad are available here.

Are you and your colleagues new to Minecraft Education? No worries, there is plenty of support available to assist you.

Here are some great resources:
Minecraft Teacher Academy
Facebook group Minecraft Teacher's lounge (eng)

Introduction Suggestions for Educators

Purpose: To get started and become comfortable with the game. It is recommended to set aside a team meeting/staff meeting for this purpose so you can explore the game together. One of you should lead the meeting and help the team get started.

Preparations
Help your colleagues gain access to the game. Instructions for downloading on various devices (PC, Mac, Chromebook/iPad) can be found here. Each student should have their own device to play on for the best opportunity to meet individual needs.

Get to Know Dexi Ville with Your Colleagues
Start by describing Dexi Ville to your colleagues. For example, talk about the game's purpose and target audience, the Never Ending Book, the quests, and the characters in the village.

Tips: In the presentation "Getting Started with Dexi Ville," you will find a description of all the game's characters.

1. Show the walkthrough video for Dexi Ville (link here) which takes you on a guided tour through the village.

Tips: Feel free to show the video to your students when introducing them to Dexi Ville. The video has no speech, so it can be used regardless of the language your students prefer. You can also choose the language in the game by going to Settings > Language and selecting the language you want to play the game in. The game can currently be played in English or Swedish.

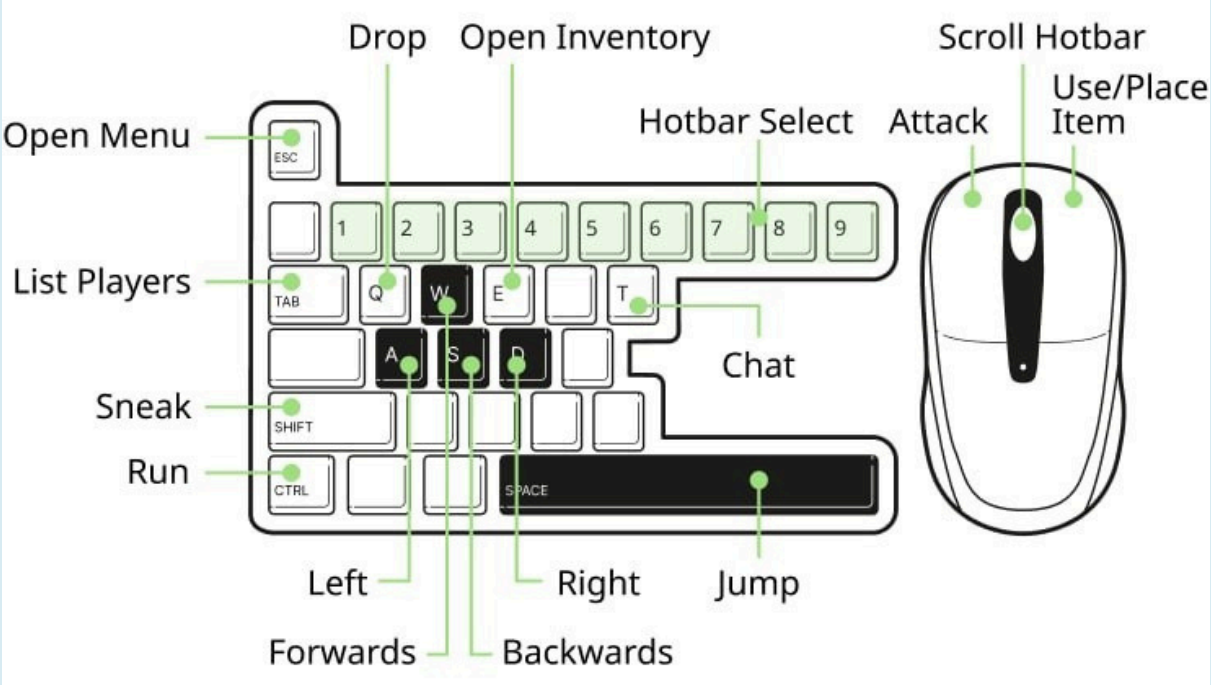
2. Let your colleagues download and start the game on their own devices. If several of you have not played Minecraft before, it might be a good idea to go through the movements and interactions required by the game together. There is also comprehensive support material for educators who want to get started with Minecraft Education that you can recommend.

3. Once in the game, let your colleagues enter the village and say hello to the hedgehog Dexi. Play through one mini-game at a time and then let your colleagues explore the village on their own.

Tips:

Do you and your students want to use the game's creative possibilities? If so, change the game mode to 'Creative' in the settings menu. This mode can also be helpful if you get stuck somewhere in the game, such as falling into a hole. Choose "Creative" mode to get out of the difficulty and return to playing.

Note: Don't forget to switch back to "Adventure" mode when you are back where you want and need to be.



Introduction Suggestions for Students

Now it's time for your students to get to know Dexi Ville! Remember that while many students have played Minecraft, not all have. A shared introduction to provide all students with a good foundation is therefore important. If you choose to have students work with the game in smaller groups, be sure to divide the groups considering the students' Minecraft experience.

Preparations

- Ensure that all digital devices have the game downloaded. Each student should have their own device to play on, as their needs are individual. Instructions can be found here.
- Make sure all students have access to headphones. The game contains sound, and it is important that the student can listen to these undisturbed.

Get to Know Dexi Ville with Your Students

1.Read "The Story of Dexi Ville" aloud to the students. Ask if there were any words they were curious about? Write them on the board and discuss what the words mean.

2.Show the trailer video Dexi Ville: The Wordcraft Adventure.
Tips: Use the PowerPoint “Getting Started with Dexi Ville” to tell more about the village's inhabitants, the game's characters, which the students will meet in the game.

3.Start the game on your device to help the students get started. Feel free to show that all written text can be read aloud by clicking on the book icon.

4.When all students have started the game, it’s time to explore: Let the adventure begin!

Tips: Do you and your students want to use the game's creative possibilities? If so, change the game mode to 'Creative' in the settings menu. This mode can also be helpful if you get stuck somewhere in the game, such as falling into a hole. Choose "Creative" mode to get out of the difficulty and return to playing. Note: Don't forget to switch back to "Adventure" mode when you are back where you want and need to be.

The Story of Dexi Ville

When you arrive in the village, the sun is shining. Dexi greets you cheerfully. "Hi, welcome to us!" They say.

Dexi is in a good mood and tells you that the village is magical. Here lies the Never Ending Book, a storybook full of word adventures and letter puzzles just waiting to be discovered. Dexi tells you about the village's secret: To find new pages for the book, you need to solve the puzzles hidden around the village.

Dexi also tells you about their friends in the village. Björn, Luna, Hopper, and Barak are ready to help you in the search for pages for the Never Ending book, but they need your help.

"The theater, the mine, the pond, and the barn have been turned into places for exciting reading adventures, but we haven't practiced much with letters and words yet. Can you help us?" says Dexi.

Are you ready to help Dexi and Dexi’s friends to fill the Never Ending Book?



The Six Mini-Games

Students should have a meaningful gaming experience, with an estimated time for this being about one lesson. Of course, this time estimate varies depending on the needs of the student group and how you, as a teacher, choose to structure the work. See it as a guideline.

Support for introducing the games to your students can be found in the PowerPoint "Getting Started with Dexi Ville."

Here, you will find material describing the village of Dexi Ville, the characters in the village, and the places and challenges the students will encounter.

Mini-games that strengthen students' reading and writing skills



Mind the Mine
Location: The Mine
Guide: The Owl Barak

Presentation of the character Barak can be found in the PowerPoint "Getting Started with Dexi Ville."

In this game, students are presented with an image of an object. The task is to collect the letters needed to write the word and place them in the correct order. Example: When a CARROT is shown, you need to collect the letters C, A, R, R, O, and T and place them under the image in the correct order to form the word carrot.

You can try as many times as you like.
In the game, students practice their skills in connecting letter sounds and letters in a playful way.

Questions to discuss when students have finished playing:

- Were there any words that were difficult to write? Which ones?
- What words did we encounter in the mine? Collect these on the board or another suitable place.

As an introduction to the game, you can do one or more of the exercises below before starting to play.

Exercise 1: Sound-Letter Bingo

Create bingo cards with different letter combinations. Read words aloud and ask the students to identify and mark the initial letter of the word on their cards.

Adaptation: Choose words with regular/irregular spelling based on your students' needs.

Exercise 2: Sound Memory

Create a memory game where each card has a letter or letter combination and the corresponding word that starts with that letter. Students should match the letters with the matching words by saying the words aloud. For example, an "easy" card might have a picture of an apple and the letter A, and a "hard" card might have a picture of a phone and the letter combination -ph.

Adaptation: You can create cards of varying difficulty by including/excluding, for example, ch-sounds, ph-sounds based on your students' needs.

Exercise 3: Word Building with Magnetic Letters

Use magnetic letters on a whiteboard or a refrigerator. Say a word that the students should write using the magnetic letters. You can also use a picture to visualize the word. Students' task is to place the magnetic letters in the correct order to write the word shown by the teacher. Students can help each other and say the letter sounds aloud while working.

Mini-games that strengthen students' reading and writing skills



Read and feed
Location: The Barn
Guide: The Rabbit Hopper

Presentation of the character Hopper can be found in the PowerPoint "Getting Started with Dexi Ville."

In the game, the student is presented with a written word. The task is to feed the correct animal that corresponds to the word on the wall. Example: The word DUCK is shown. The student reads the word and goes to the duck and feeds it.

In the game, the student practices reading skills in a non-intimidating and playful way.

Questions to discuss when students have finished playing:

- What animals did we meet in the barn? Write down their names in a common place.
- Were there any words that were difficult to read? If so, which ones? What made these words difficult?

As an introduction to the game, you can do one or more of the exercises below before starting to play.

Exercise 1: Word Matching with Movement

Spread out large cards with written words on the floor. Say one of the words aloud. Students should find the card that matches the word and perform a simple movement (e.g., jump, clap hands) before you read the next word.

Adaptation: Choose the difficulty level of the words (regular/irregular spelling, etc.) based on your students' needs.

Exercise 2: Word Matching

Create cards with words on one side and matching pictures on the other. You need to make two cards of each so they can be paired. Students should match the words with the pictures by placing them next to each other.

Adaptation: Choose the difficulty level of the words (regular/irregular spelling, etc.) based on your students' needs.

Exercise 3: Sound Analysis

Give students cards with simple words and ask them to break the words into their sound components. For example, the word "banana" is broken down into the sounds "b," "a," "n," "a," "n." and ¨a¨

Adaptation: To make the game harder, include words with consonant clusters, e.g., words like "frog" "stamp" and "milk”

Exercise 4: Word Identification with Short Sentences

Give students sentences with simple words and ask them to identify and write down the words they recognize or can read/sound out.

Adaptation: Create sentences consisting of both simple and more complex words. This challenges both those who are at the beginning of their reading development and those who have come further.

Mini-games that strengthen students' reading and writing skills

What a Day, but what Day...?
Location: The Theater
Guide: The Wolf Luna



Presentation of the character Luna can be found in the PowerPoint "Getting Started with Dexi Ville."

In this game, Luna tells about their day. The student's task is to remember what Luna told and place pictures representing the activities in the correct order.

Example: Luna tells that they brushed their teeth, read a book, and went fishing. The student takes pictures of a toothbrush, a book, and a fishing rod and places them in the correct order.

In the game, students practice their working memory in a playful way.
Questions to discuss when students have finished playing:

- How many things could you remember without asking Luna again?
- What did Luna do during their day? Write the words for the activities Luna engaged in during the day in a common place.

As an introduction to the game, you can do one or more of the exercises below before starting to play.

Exercise 1: Word List

Present a short list of words for students to study for a limited time (e.g., 1 minute). Then remove the list and ask them to write down as many words as they can remember.

Adaptation: Use pictures for students who are at the beginning of their reading and writing development and written words for those who have come a little further.

Exercise 2: Follow Instructions

Give students a series of instructions for a task, such as "pick up the pencil, draw a circle, and write your name in the middle." Students should follow the instructions without looking at or listening to them again.

Adaptation: Make the exercise harder/easier by adjusting the number of instructions.

Exercise 3: Word Order Puzzle

Present a short, written sentence to students. Then break it into words and mix the words. Students should arrange the words in the correct order to recreate the sentence.

Adaptation: Make the exercise easier/harder by varying the length of the sentences used.

Mini-games that strengthen students' reading and writing skills

Ponder the letter
Location: The Pond
Guide: The Bear Björn



Presentation of the character Björn can be found in the PowerPoint "Getting Started with Dexi Ville."

In this game, students are presented with a letter. Their task is to match the letter shown by Björn with the picture that has this letter as the initial letter.

Example: The letter C is shown. The student chooses the picture with a CLOUD. In the game, students practice their skills in connecting letter sounds and letters in a playful way.

Questions to discuss when students have finished playing: <

- What things did Björn show us at the pond? Write the words in a common place.
- What letters did we see? Collect other words that start with the same letter.

As an introduction to the game, you can do one or more of the exercises below before starting to play.

Exercise 1: Letter Bingo with Pictures

Play bingo where students' bingo cards have letters. Read words aloud and let students mark the initial letter of the word they hear.

Adaptation: To make the exercise harder, you can use words with irregular spelling at the beginning of the word, e.g., "whale" or "shell"

Exercise 2: Letter Memory with Pictures

Create a memory game where each card has either a letter or a picture. Students should match each letter with the correct picture by finding matching cards.

Exercise 3: Letter Puzzle with Pictures

Create 2-piece puzzles where each piece has a letter or a picture. Students should match the letter puzzle pieces with the corresponding picture to complete the puzzle.

Adaptation: Use letter combinations, e.g., -ch or -sh, to make the exercise more challenging.

Mini-games that strengthen students' mathematical abilities

Market Madness
Location: The Market
Guide: Barak the Owl



A presentation of the character Barak can be found in the PowerPoint "Getting Started with Dexi Ville."

In this game, students meet Barak the Owl, who needs help preparing the market stalls. The task is to evenly distribute a certain number of items between several stalls.

Example: There are 12 cabbages and 3 market stalls. The student's task is to divide the items so that each stall gets the same amount. The number of items and stalls may vary, and sometimes the division is uneven—this allows students to encounter the concept of a "remainder" in the more challenging levels.

Questions to discuss after students have finished playing:

- How did you know how many items should go in each stall? Explain your thinking.

- What did you do when the items couldn't be divided evenly? How did you solve it?

As an introduction to the game, you can try one or more of the following exercises before playing.

Exercise 1: Who gets the most?

Give students two different distributions to compare, e.g.,
“Sami shared 15 fruits among 3 stalls. Nour shared 16 fruits among 4 stalls.”
Question: “Who got the most items per stall?”

You can use buttons, erasers, or blocks to help students try out different strategies.

Adaptation:
Make the task easier/harder by using smaller/larger numbers or by adding visual support, where students first place out items to visualize the solution.

Exercise 2: Draw and calculate the distribution

Present a short word problem similar to the game.
Example: “Barak has 20 tomatoes. They want to divide them evenly between 4 stalls.”

Students draw the four stalls and draw tomatoes in each to see the solution visually.

Adaptation:
Increase the difficulty by varying the number of items or stalls so students encounter the concept of a remainder (e.g., 19 tomatoes divided among 4 stalls).

Exercise 3: Swap items around

Place a number of objects in different “stalls” (e.g., three bowls with 4, 6, and 8 buttons). Students must move items between the bowls so each has the same number. They should document how many they moved and show that the result is correct.

Adaptation:
Adjust the difficulty by starting with nearly equal distributions or larger differences. Increase the challenge by adding an extra stall or limiting the number of moves allowed.

Mini-games that strengthen students' mathematical abilities



Math Riddles
Location: The Rune Stones
Guide: Luna the Wolf

A presentation of the character Luna can be found in the PowerPoint "Getting Started with Dexi Ville."

In this game, students meet Luna the Wolf, who loves solving math riddles. The students' task is to figure out how many items are left or needed and gather the right amount of vegetables.

Example: "I have 4 apples and give away 1." The student places 3 apples in the box next to Luna.

Questions to discuss after students have finished playing:

- What numbers did we use in the game? Gather and write them in numerical order.
- Which operation did we use most? Was it addition (adding) or subtraction (taking away)? How did you notice that?
- How can you show one of the riddles using blocks or by drawing? Choose one of the riddles.

As an introduction to the game, you can try one or more of the exercises below before starting to play.

Exercise 1: Count and build with objects

Let students use concrete materials (e.g., blocks, buttons, or plastic fruits) to create their own math riddle similar to the ones in the game.
Example: “You have 5 pears and eat 2. How many are left?”

Adaptation:
Make the exercise easier or harder by encouraging students to change the number of objects used or to increase/decrease the number of steps in their story.

Exercise 2: Guess the riddle

Describe a situation, either verbally or with pictures, where something happens to a number of items. Leave part of the process unknown and ask students to figure out what’s missing.
Example: “Luna has some apples. She gives 2 to Hopper and then has 3 left. How many did Luna have to begin with?”

Adaptation:
Adjust the difficulty by changing which number is unknown, the starting amount, the change, or the result.

Exercise 3: Dice math game

Students roll a die twice. The first number shows how many items Luna has, and the second shows how many she gives away. Students should write or draw what happens and calculate how many are left.

Adaptation:
Make the exercise easier or harder by using a ten-sided die or adding a third roll to show that Luna also receives more items.

Good Luck!

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PRINSPARETS STIFTELSE

Dexi Ville is a game from the Prince Couple's Foundation in collaboration with Minecraft Education, supported by Microsoft, Nordea and The Crown Princess Margareta Memorial Foundation. The game was developed by Shapescape, and RISE has been a partner in the development of the teacher's guide.

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Shapescape