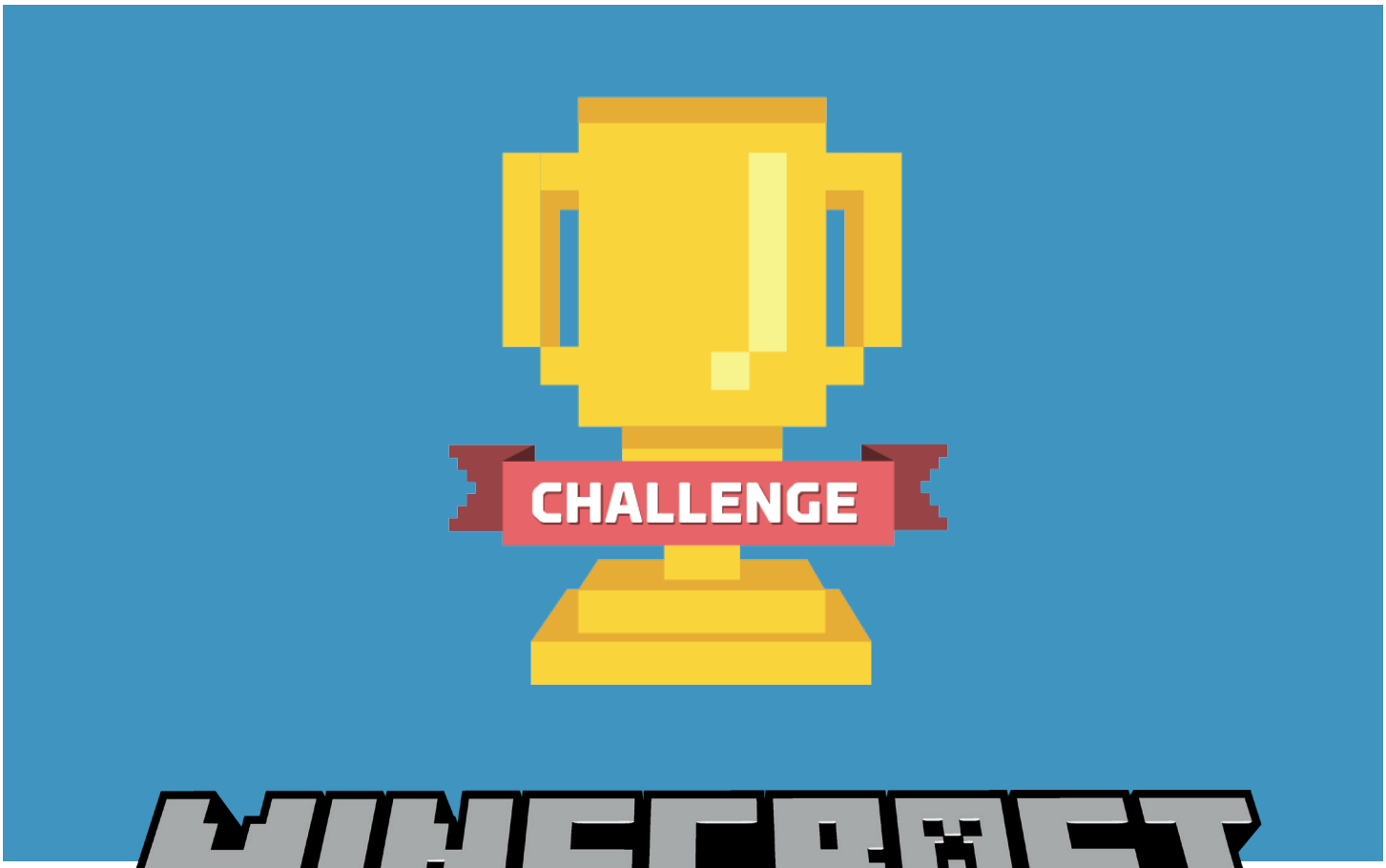


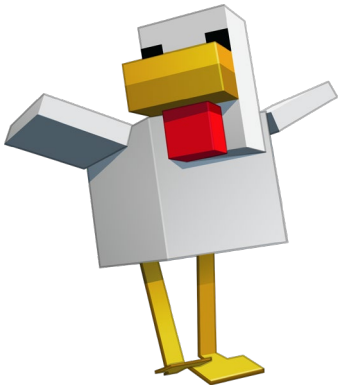
2020 MINECRAFT EDUCATION CHALLENGE TOOLKIT

This customizable toolkit provides a how-to guide for running the Minecraft Education Challenge design competition for students in your classroom, school, district or region. In the following pages, you'll learn why challenges are effective ways to engage students in creative, collaborative problem solving and how this year's challenge will unite students and educators around the world to **build a better world with Minecraft!**

MINECRAFT CHALLENGES INSPIRE LEARNING

Minecraft challenges offer a great way to engage students and educators in creative projects, problem solving and celebrating the community. Challenges present an opportunity for educators to use Minecraft to inspire students in core school subjects, local issues, real-world problems or history.

Minecraft challenges start by posing a challenge to students and inviting them to design solutions: for example, build a futuristic car, design a sustainable version of your school or new park for your town, architect an energy-efficient home, or recreate a scene from history or local landmark.



Minecraft: Education Edition offers a unique learning platform where students can tackle creative build challenges in-game. Students can work individually or in teams using the multiplayer feature. The scale of the challenge is up to the educators and school leaders to decide. You can host challenges at the classroom level, as part of an after-school club, or even bring together an entire campus, school district or entire country or region to participate.

Challenges don't have to be competitive; they can be an exciting way to bring the community together to solve a problem and celebrate the ideas and creativity of the students. Adding an air of competition can be motivating, so this is an option if schools want to conduct a judging process to evaluate submissions and select winners.

EXAMPLES OF MINECRAFT CHALLENGES

School communities have run Minecraft challenges all over the world, with themes ranging from sustainability and urban planning to history and post-disaster reconstruction. Here are some examples for inspiration:

EXETER, UNITED KINGDOM: *EXETER 2025 MINECRAFT CHALLENGE*

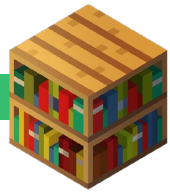
Exeter is one of the fastest growing cities in the UK and needs better public services to meet the increasing population. A local non-profit partnered with the City Council to run the Exeter 2025 Minecraft Challenge, which invited students to design their future city in Minecraft: Education Edition. Read more about the 2019 program and watch a video: https://education.minecraft.net/blog/building-a-sustainable-future-with-the-exeter-2025-minecraft-challenge/

LIVERPOOL, AUSTRALIA: *WESTERN SYDNEY AEROTROPOLIS CHALLENGE*

The Aerotropolis Challenge was launched by the Liverpool City Council to involve local youth in the new Western Sydney Airport, a massive public works project. Students work together to bring their vision of the future airport to life, prioritizing sustainability, accessibility and a sense of fun. Learn more and meet the 2019 winners: https://education.minecraft.net/blog/liverpool-city-council-aerotropolis-project-winners-announced/

JAPAN: *MINECRAFT CUP*

The Minecraft Cup is an annual program that enlists students to design new spaces in Minecraft: Education Edition. Communities across Japan are still rebuilding after the 2011 earthquake that destroyed thousands of buildings. As part of the national earthquake reconstruction effort, the 2019 theme at the Minecraft Cup workshop in Kamaishi city was to design a sports stadium and culminated at the World Rugby Cup held in Japan: https://education.minecraft.net/blog/students-in-japan-build-sports-facilities-for-post-earthquake-japan-in-minecraft-cup/



JOIN THE 2020 MINECRAFT EDUCATION CHALLENGE TO BUILD A BETTER WORLD!

We invite you and your school community to participate in the 2020 Minecraft Education Challenge. Follow these steps to run a Challenge with your students:

STEP 1: GET SETUP WITH MINECRAFT: EDUCATION EDITION.

If you already have Minecraft: Education Edition enabled on your students' devices, skip this section!

If you are licensed to use Minecraft: Education Edition through your O365 EDU account, download directly at aka.ms/download or reach out to your IT department for assistance. More information on deployment and license assignment can be found at aka.ms/meedeployguide.

To help teachers and students stay connected to the classroom during school closures, **Minecraft: Education Edition is available through June 2020 for anyone with a valid O365 EDU account**. Here's how to get setup:

1. First, check here to see if your school account is eligible.
2. If you have a valid O365 EDU account, fill out this form to request access to Minecraft: Education Edition through June 2020. *If you do not have a valid O365 EDU account, you can still download and try a free demo lesson on Windows, Mac or iPad.*
3. Download Minecraft: Education Edition for Windows, Mac or iPad.

STEP 2: CHOOSE A CHALLENGE PROMPT.

Choose a topic of sustainability or equity for your school to encourage students to build a better world with Minecraft: Education Edition. Here are six sample prompts. You can also create your own prompt that invites students to address a local issue impacting your school, community or country.

PUBLIC SPACE CHALLENGE

Design a public space for your community in Minecraft, keeping in mind the local culture and ecosystem as well as the needs of the different types of people that will use the space.

SUSTAINABLE SCHOOL CHALLENGE

Build a more sustainable version of your school in Minecraft. Consider a holistic definition of sustainability, which may involve rethinking energy systems, recycling, transportation, and how nature plays a role.

ACCESSIBLE VEHICLE CHALLENGE

Create a model of an accessible vehicle with Minecraft. Think about what assistive technologies can be incorporated and the needs of people with various disabilities.

CARBON NEUTRAL CHALLENGE

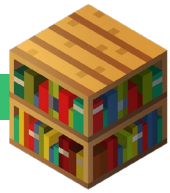
Model a real-world carbon neutral system in Minecraft, demonstrating resource flows and documenting carbon removal. This theme is more suitable for older students.

ACCESSIBLE CLASSROOM CHALLENGE

Design a more accessible version of your classroom in Minecraft. Think about people with different learning styles and disabilities so the space is a safe and inspiring environment for everyone to be healthy.

HEALTHCARE CHALLENGE

Build a new way to provide healthcare in Minecraft to help people of different ages and abilities access the care they need. This might be an at-home solution, new device or technology or a creative design for a community clinic.



STEP 3: DECIDE WHO PARTICIPATES FROM YOUR SCHOOL COMMUNITY.

Decide whether students work individually or collaboratively in teams (we recommend groups of three to five students). The Minecraft Education Challenge is appropriate for all ages and grades. Consider inviting teachers to run the Challenge in their classrooms, or as part of after-school programs or computer clubs.

We suggest appointing a few people to help facilitate the Challenge and answer questions (i.e. tech administrators, assistant principals). Determine a point person or team from your district to manage the Challenge and be the point of contact for teachers.

STEP 4: ANNOUNCE THE 2020 MINECRAFT CHALLENGE TO YOUR SCHOOL COMMUNITY.

Use the email template to send information about the Challenge to schools and teachers.

Suggested deadline: April 1

Resources: Minecraft: Education Edition logo and art, template email

Send an email to teachers in your district to encourage them to invite their students to participate in the Minecraft Education Challenge. You can use the email template provided, which includes details on how to participate. We also suggest posting on your school's website, social media channels, newsletters and any parent information pages. If your school is open, you could even host a launch event to energize the community to get involved!

Submission deadline for student work.

Suggested deadline: May 15

Resource: Sample submission formats

Determine what format you will use for student project submissions and how you will collect submissions (for example, you might ask students to send via email or upload to a folder in your learning management system). See the appendix for sample submission formats, which include short videos, exported portfolios and in-game screenshots with short essays. Requirements include:

- Submissions must be created using Minecraft: Education Edition and must be original and unique. Remember to follow your school's privacy terms before posting any student work online.
- Decide if you want to limit the number of students on each team or allow students to work individually. We recommend that if students work in teams, they plan the project together and split up responsibilities.

Evaluate submissions and select finalists

Suggested deadline: June 1

Resource: Sample evaluation rubric

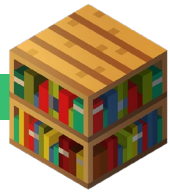
Evaluation of projects can be done in classrooms, by panel of judges or by 'crowdsourcing' and having students vote on one another's projects. This is up to you! See the appendix for a sample rubric.

Award prizes and share the results with your school and Minecraft!

Suggested deadline: June 15

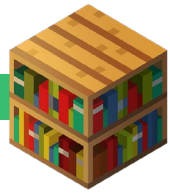
Resources: Suggested prizes and certificate

We have provided a list of suggested prizes in the appendix. These experiences and events relate to the sustainability and inclusion themes and are excellent ways to reinforce learning, celebrate creative projects and provide awards for exemplary student work.



We can’t wait to celebrate the creative and impactful work students build in Minecraft: Education Edition during the 2020 Minecraft Education Challenge! Please share the results of your school’s Challenge with the Minecraft team so we can highlight student work on our website and social media pages:

- Post student creations on Twitter or Facebook and tag **@playcraftlearn** with the hashtag **#MinecraftChallenge**.
- Share work on **Flipgrid** at: https://flipgrid.com/5db22675



APPENDIX: RESOURCES

ARTWORK & LOGOS

[Challenge trophy artwork]

[Challenge banner artwork]

[Challenge trophy artwork (no banner)]

[Minecraft: Education Edition logo]

TEMPLATE INVITATION EMAIL

[Word]

SAMPLE RUBRIC

[PDF]

[Word]

ONE-PAGE FLYER

[Word]

CERTIFICATE

[PowerPoint]

GUIDE TO MULTIPLAYER

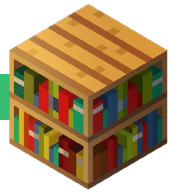
Multiplayer is one of the most popular and effective ways to leverage Minecraft and is a great way to keep students connected with classmates, even when collaborating remotely. Working together encourages collaboration, communication and problem solving as students work together on projects in a shared Minecraft world.

Multiplayer across different internet connections is possible as long as the criteria in the **multiplayer guide** is met. Every home network is different, so it's possible that some players may not be able to join a multiplayer session from their respective networks due to distinct configuration settings. Anti-virus and firewall applications may block access to multiplayer, so ensure you configure these programs to allow access to Minecraft: Education Edition. Our support team is limited in our ability to troubleshoot these unique network issues, but we are always happy to try to help!

SAMPLE SUBMISSION FORMATS

There are multiple ways students can document their work in Minecraft: Education Edition. Depending on the curriculum requirements or teachers' comfort level with the platform, challenge submissions can be gathered digitally with in-game screenshots and the Book & Quill tool, through student presentations or writing projects, or through online forms. Here is what we recommend:

- **FlipGrid videos:** The district will have to 'Create a Grid' on FlipGrid.com, and have students submit their work with your FlipCode. Submission videos must be uploaded to FlipGrid and may not exceed 1 minute in length. Submissions must contain a voice over showcasing the build.
- **Short photo-essays:** 500-word writeup with screenshots from Minecraft: Education Edition.
- **Class presentations:** Take the class on a tour of your Minecraft build in a short in-person presentation either in multiplayer or by projecting on a screen.
- **Web form:** Create a web form and have students upload either screenshots or .mcworld files, ideally along with a short description of how they addressed the theme.



PRIZE IDEAS

Here are several ideas for awarding student achievement or showcasing student work in the Minecraft Challenge:

- **Host an event** in your school or district where the winners are presented at an assembly, art show or project showcase. Invite local government, planners, families and community members.
- Winning students (or classroom) gets to **meet a local professional** urban planner, architect or scientist who visits the school.
- **Field trip** to a place where sustainability plays a major role such as a recycling plant, architecture firm or public park.