

R2/T2.5: Parents' Guide and Teacher Pack

Instructional Material and Guide
for the Minecraft Education World:

“Shopping Mall”



Introduction

This document is a guide to help teachers pilot the game and later guide the children on how to play the Minecraft Education Worlds prepared for the project Follow Me to Minecraft. This document is strictly for teachers and other educators who guide the students playing the game (such as parents). Students do not need access to this information.

This guide gives information on the initial steps to download and run the game as well as to navigate through the created worlds. The document includes also detailed scenarios with the scope of each activity so that teachers can organise the plan of their lesson before introducing this activity. In each activity are also included hacks to let teachers check if their students accurately performed the activities.

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1. Use of Minecraft Education Edition

1.1 How to download the app

Before you start, you need to download the Minecraft Education Edition Package according to the requirements of your device.

You can find the edition at the following link: <https://education.minecraft.net/en-us/get-started/download>

1.2 How to run the worlds

Once you download the Minecraft Education Edition, you need to have the worlds which are “McWorld” files. Once you double click on these files, they will automatically open the Minecraft Education system. It will request you to log in with your account for which you acquired a license from Microsoft for Minecraft Education. The worlds require a Minecraft Education version 1.17 and forward to properly work.

For Educational Organisations, there are free licences to be acquired following these procedures. <https://educommunity.minecraft.net/hc/en-us/articles/360061371532-Purchasing-Options-for-Minecraft-Education-Edition-Licenses>

Another option will be to import the world manually. When loading the game, after adding your credentials, press play and then you will see on the right bottom part the “Import” button.

1.3 How to navigate in the game

Once you opened the world, you will need to navigate the game. The navigation is possible using your **keyboard and/or mouse**.

The buttons of the keyboard to be used are:

- W – Move Forward
- A – Move Left
- S – Move backward
- D – Move right
- SPACE – Jump (Double SPACE to fly when runs in the creative mode)
- E – Open Inventory
- Q – Throw selected object
- T – Open the chat
- C – Open Code Builder
- / – Open chat and automatically add first character as "/"

You can point the direction also by moving your mouse.

More information: <https://educommunity.minecraft.net/hc/en-us/articles/360047116832-Minecraft-keyboard-and-mouse-controls->

The inventory

In the image below, you can see the inventory. In the last row, you will add the materials you want to use, and these will appear in the Hotbar.



Selecting from {1–9} on your keyboard you can change the elements of your Hotbar. In the following image, the rectangle object you see is the Hotbar.



Using your Mouse:

- Left Click: Mine (destroy a block) by pressing continuously. Furthermore, you can select the buttons in the discussion panel with the NPCs.
- Right Click: Interaction with objects, discussion with NPCs and place an object (where allowed).
- Scroll Button: To select the object you desire to use from the hotbar. Click through Add the block you see in the hotbar (only in creative mode).

2. "Shopping Mall" Minecraft Education World

2.1 Goals of the World

In this world, pupils have the opportunity to experience the process that awaits them at the shopping mall. A student comes to a shopping centre to buy clothes for a summer camp, groceries according to a shopping list and presents for his sister's birthday. When he arrives, he discusses with the receptionist which departments he can buy certain items from, buys everything he needs, and uses both his card and cash to pay after withdrawing money from the ATM.

In the world, pupils go through shopping process. Throughout the game, they will learn the basic vocabulary associated with shopping mall situations and they have the chance to gain experience in making payments by card or by cash and using the ATM to withdraw money.

During the game, pupils are put in situations where they are asked to choose one of the possible answers, and usually only one is correct. They will also train their memory when shopping according the shopping list and remembering the bank card PIN.

To find the right department of the shopping mall during the game, you can use the compass you get from the machine to the left of the reception. The green path also suggests your next steps. It should always lead you to the next task. If you don't complete any of the tasks, the game won't let you go any further.



In this manual, we meet the light bulb symbol. These places indicate ideas for further activities for teachers. They are mostly based on what you have experienced or seen during the Minecraft lesson.

2.2 "Shopping Mall" Scenario

Activity 1: Types of shops and shopping vocabulary

Once in the world, you find yourself outside the shopping mall. Enter the mall and go to the reception and speak to the receptionist. To have a conversation with someone, come closer to them. Then, right click on them. The receptionist asks the player questions about the types of shops.

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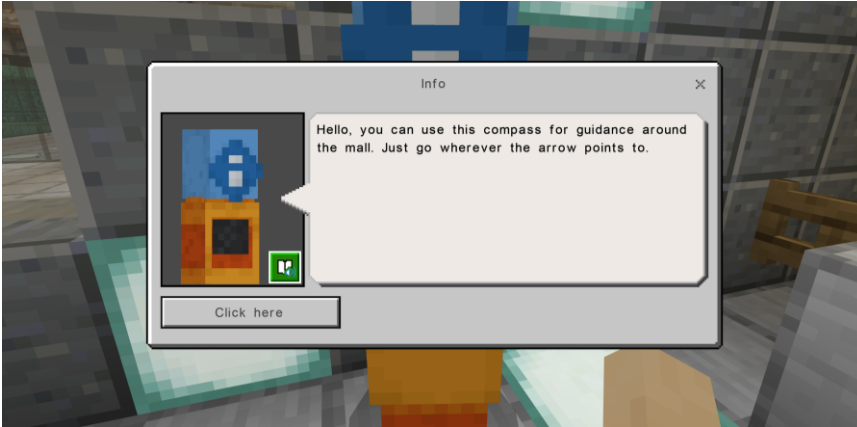


After you answer the questions, the receptionist gives you nine cards with “shopping” vocabulary. Go to the room opposite the reception and match the right words with pictures. Point the cross to the board and use the right click to place the word.



After you finish the task, go back to the receptionist. He tells you to go upstairs to the clothes department. On the left of the reception there is a machine where you can get the compass to help you find your way round the shopping mall.

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Discuss with students the vocabulary connected with shopping. You can make the list or vocabulary mind map.

Activity 2: At the clothes shop

Use the stairs to go upstairs to the clothes shop. Use the right mouse button to talk to a shop assistant. Then go to the changing room.



Shop assistant asks some questions about the size you wear. Then offers you a shopping bag and asks about the way you pay. Leave the store.

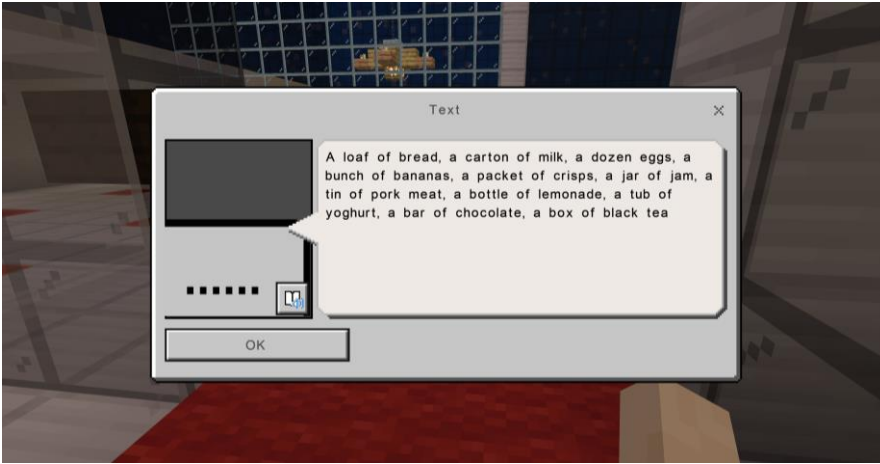
You have successfully completed Activity 2.



Students can role play shopping for clothes, they revise clothes items, accessories and colours. Again, they can make vocabulary mindmap. After they can describe clothes they are wearing.

Activity 3: Shopping at the supermarket

After you leave the clothes shop you get the text from your mum. She needs you to help her with shopping and sends you the shopping list by text.



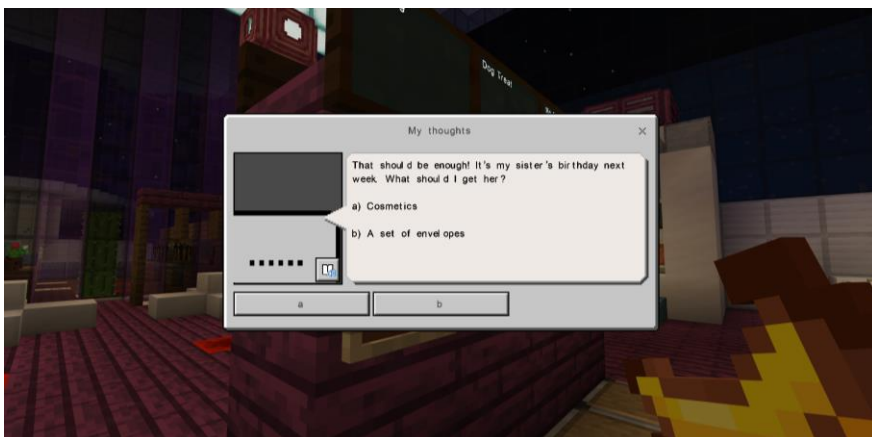
Go to the supermarket which is next to the clothes shop. You can use the compass to help you. Follow the shopping list that appears in the middle of the screen.



There are names of the goods above the pictures on the walls.



Use left mouse button to grab the goods from the counters. After you have all the goods you need you will see this sign:



If you get something that is not on the list, you must use the left mouse button to get rid of it, otherwise you cannot get out of the supermarket.

You have successfully completed Activity 3.



Students can discuss the shopping for food. How often they go to the supermarket, what are the most common goods they buy there and if the food and drinks are cheap or expensive. They can revise reading the prices.

Activity 4: Getting a present for sister

Now you are going to buy a birthday present for your sister. You are thinking about the most appropriate gift. You must also remember that your sister is a green person, so you must also think green when choosing a gift. You decide to buy her some nice perfume. Leave the supermarket. There is a shop with pillows just across. Enter the shop and talk to a shop assistant here. While answering the questions you practice grammar and vocabulary.



You want to pay by credit card, but they do not accept the cards. You have to go to the corridor and withdraw money from ATM. You need the PIN, so follow the instructions carefully.

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Once you have received your PIN and made your withdrawal, return to the shop. Go to the shop assistant and pay for the goods.

You have successfully completed Activity 4.



Pair work: discuss with a partner when you last bought a present. Who was it for, what was it, how much it was etc.

Activity 5: Getting another present for sister

You doubt whether the pillow is enough. You leave the shop, turn right and go down the corridor. On your right you see the Perfume shop. You enter it eagerly. A shop assistant offers you to try new perfume. Try to choose more polite answers.

Talking to the shop assistant you not only revise some grammar (going to, will), but also some “green” vocabulary and phrases.



After answering correctly to the shop assistant's questions you get the perfume for your sister.

This is the end of the activity and the whole game.



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Are you a green person? Do you sort the rubbish? What can you do to protect the environment? Discuss it with a partner or write a short essay on this topic.



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