

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

### Instructional Material and Guide for the Minecraft Education World:

### “Throwing a Party”



## 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.

## Table of Contents

Introduction.....	2
1. Use of Minecraft Education Edition.....	3
1.1 How to download the app.....	3
1.2 How to run the worlds.....	3
1.3 How to navigate in the game .....	4
2. “Throwing a Party” Minecraft Education World .....	6
2.1 Goals of the World.....	6
2.2 “Throwing a Party” Scenario .....	6
<b>Activity 1: Making Plans</b> .....	6
<b>Activity 2: Doing the Shopping</b> .....	8
<b>Activity 3: Dressing up</b> .....	10
<b>Activity 4: Party Time</b> .....	13
<b>Activity 5: Leaving the Party</b> .....	16

## 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. "Throwing a Party" Minecraft Education World

### 2.1 Goals of the World

In this world, pupils plan a theme farewell party from scratch. The school year is almost over, so the pupils want to organize a party for their English teacher before the summer break. They experience the process of planning a party, writing an invitation, choosing a present for their teacher, doing the shopping, dressing up costumes, enjoying themselves while chatting and gossiping, and finally sharing their summer plans.

In the beginning, the pupils express their feelings about the party, decide on the time and venue. They also choose a present for their teacher. Once they have agreed on all the details, they fill in an invitation card using correct prepositions. Planning an event requires also shopping for items which are on their shopping list, for example, food to make sandwiches, some fruit and vegetables taking into consideration special diets, and kid-friendly beverages.

Throughout the game, need to rush when the supermarket is about to close. They comment on their looks while dressing up. They see some artifacts related to cultural history and recalling past events in British history as well as tasting traditional foods. Moreover, they practise vocabulary related to food tasting and travel. In the writing task, they are asked to write about specific diets and express their opinions.

If you get lost somewhere during the game, you can usually just find and follow the yellow path. 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. The game can be played in a relaxed pace except the activity involving shopping. When doing the shopping you will see a countdown timer on the right part of your screen. As there are a lot of items to be collected from the shelves, you might need to act swiftly.



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 "Throwing a Party" Scenario

#### Activity 1: Making Plans

Once in the world, you find yourself in a classroom together with your classmates. Speak to them to find out how they feel about the party. To have a conversation with someone, come closer to them. Then, right click on them. Look around and have a brief conversation with everyone. It is important to make sure that everyone is on board!



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After that, speak to a Friend. Now you will choose the right day, time, and venue. It would also be nice of you to buy a present for your teacher. Something what will come in handy one day!

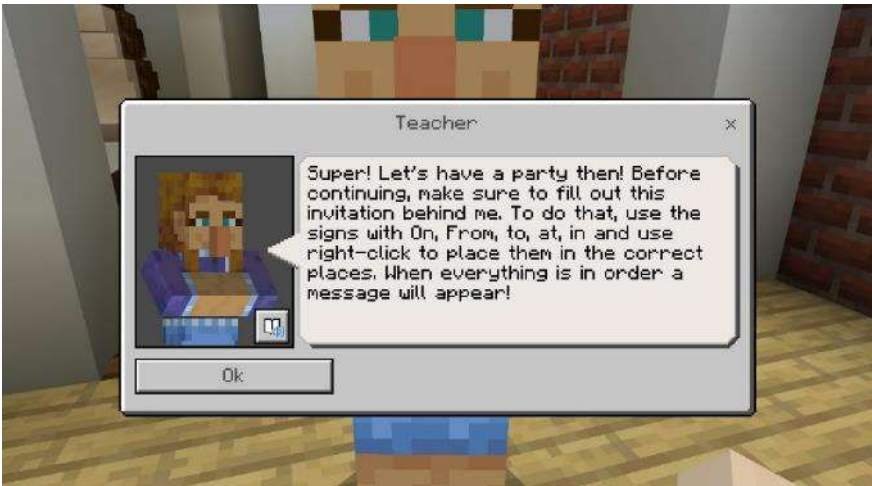


Speaking of devil! The teacher appears in the classroom. He is pretty curious about what you are discussing so loudly. The hardest thing will be convincing the teacher. Will you get his permission?



Once you have agreed on all the details, it is high time you created an invitation. Fortunately, you got his approval and the conditions are clear. You are the best person for the job! Will you handle this task?

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Turn around and look for a white board on the wall. Fill in the missing tiles with the correct prepositions by right click on the missing tile. The list of prepositions appears in the inventory at the bottom part of your screen. Use your scroll wheel to hover over the prepositions.



Once the invitation is ready to be shared, get ready for the following challenge. Hope you are still in high spirits because next task will be done in a hurry!



Discuss with students what is the best way of announcing a party? Have they ever designed an invitation? Did they use a special programme? What do you need to do if you want to host a party at your place?

### Activity 2: Doing the Shopping

Time for shopping! Enter the supermarket following the yellow path on the floor. Remember that this line will guide you. After completing the tasks correctly, it will turn green. Unfortunately, the supermarket closes soon and you need to rush. Once you enter the supermarket, spot a countdown timer on the right part of your screen. You may need to sprint to complete the tasks!

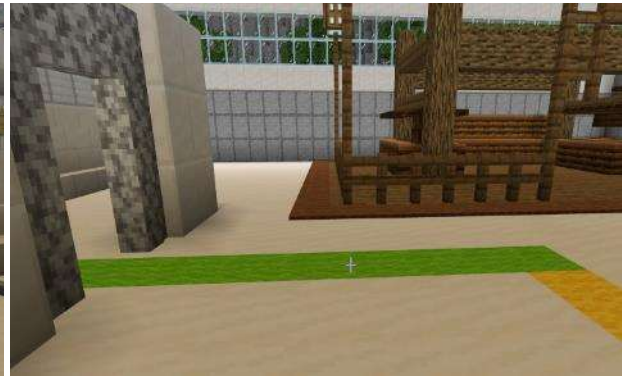




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Joe will help you with the first task. You need to buy food for making sandwiches. To collect the desired item, right click the black button in front of the item. You may need to move closer towards shelves. After collecting all the items, the green path appears. Follow the green path leading you to the next task where you will need to select the right items for vegetarians.



Again, Joe turns up and reminds you of the items on the shopping list. Follow his advice and pick food for vegetarians. Hurry up! There are still a lot of items on your list!



Go straight ahead following the green path. Again, Joe tells you what to do. Pick something to drink and keep in mind what you are allowed to buy. Then sprint to the last shelves. Collect the items associated with the United Kingdom by right clicking on the black buttons. Will you manage to identify the right items and finish shopping before the supermarket closes?



After finding the last items from your shopping list, follow the path and reach Phoebe. Let's sum up all the items to find out whether you got everything. The countdown timer is off, you can relax a bit while completing the grammar task on countable and uncountable nouns with Phoebe. Just a piece of cake for you!



You have successfully completed Activity 2.



What food is considered healthy and why? Do you think that unhealthy food should be more expensive than the healthy one? What is your favourite fruit and vegetable? If you were to present a traditional or typical food to a foreigner, what would you show them and why?

### Activity 3: Dressing up

Every party requires a bit of planning! Start the activity at your friend's place. Can you see your friend Billy carrying a funny backpack? Right click on the figure to speak to him. Remember that everyone is excited about having party at school and it is quite noisy in here. To have a chat, come closer to them.



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Just next to Billy is Jim, whose dream is to become a journalist. Speak to him and then turn to Monica. She brought along a furry friend from cardboard. She needs a favour from you – writing the breed of the cardboard dog on the nametag. Follow her instruction, use the black anvil next to her and fix the name of the dog's breed in the unfolded inventory. Open your inventory. Move the nametag into the upper box right below the hammer icon to be renamed. Then, in the top box just below the Repair&Name headline, the uncompleted word appears. Rewrite it. Subsequently, click on the flashing green box with the crafted tag to finish the name of the breed. The name will appear above the dog.



Drawing on feedback from teachers, we recommend to preteach some of the items used in the game. Preteaching (and/or showing pictures) will make the users more confident and help remember further information about the artifacts gained during the game. Items listed here: paper crown and crown jewels, vinegar crisps, marmite, BBC, Oxford and Cambridge universities, fish and chips, Mr. Bean, corgi.

As there is no detailed information provided about the Welsh canine breed corgi, the teacher can introduce corgi as a clever, easy-to be trained, family-loving canine companion. Despite of its small size, it requires a lot of exercise. They make good guard dogs. The Queen, Elisabeth II, had been enjoying their faithful companion since her childhood which also later included breeding corgis.



After completing the task, the tag with the full name of the breed will appear above the canine. Right next to Monica stands Lisa with a bag of vinegar crisps and a jar of marmite. Speak to her to discover more facts about marmite. There is also Oscar who seems to be sad. Find out what has happened a help him.

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Help Oscar out and look for the forgotten tee. You will find it on a table next to the anvil you used a while ago. Right click on the tee and solve Oscar's problem.



There are still two friends of yours to have a chat with. Dwight looks like a king, wearing a paper crown and holding a sceptre and an apple. Will you impress him and recognise the items? Do not miss Jessica who is wearing a funny Mr. Bean T-shirt. It seems like she has borrowed it from her younger brother because it doesn't fit her at all. She would need a bigger size. Jessica will test your knowledge of the United Kingdom history.



After a quick chat with Jessica, you are ready to go to the party!



Which accessory the pupils came up with is the best? What objects or clothing would you bring or wear? What other items, places or people come to your mind reminding you of the United Kingdom?





## Activity 4: Party Time

When you enter the classroom, you can see that your classmates have already been having fun. Oscar is having second thoughts and complaining about his clothes. Dwight is trying to support him. Have a chat by clicking right on the figures to know what they think.



Whereas they are having good banter about their outfits, Oliver is curious about food allergies and special dietary habits. Right click to have a chat with him.



Oliver is being very chatty and wants to know more that's why he asks you to write your answer in the journal. When you complete your writing, think about a title, then sign it and close the book. The book in your hotbar will turn purple. If you sign and close the book, no further changes will be possible.



For the short written assignment focused on critical thinking, we recommend writing about 50 words. Nevertheless, you can assign a longer and more challenging piece of work depending on the level of the pupils. Remind the pupils to send their assignments after finishing the game or share them for peer assessment.



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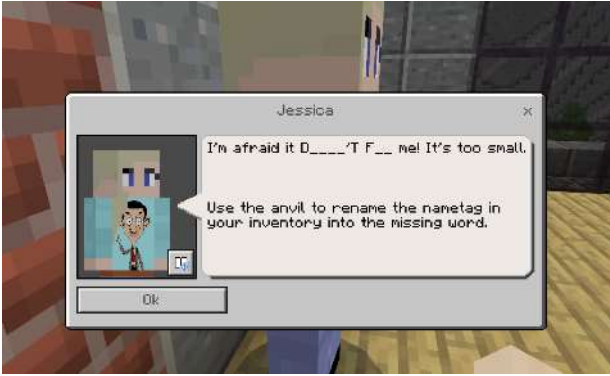
Then, engage in conversation with our foodies Lisa and Monica.



Do not miss Jessica, who feels uncomfortable wearing her T-shirt. Help her to express her feelings. Follow the instructions given to you. Again, use the anvil right next to her to rename the nametag. Open your inventory, find the nametag at the bottom part of the window. Move it by clicking on the box right below the hammer icon (top part of the window). Then move your cursor into the box below Repair&Name. You will be able to rewrite it (it should read: doesn't fit). After that, click on the box with the crafted (renamed) nametag. Now you have added the renamed nametag.



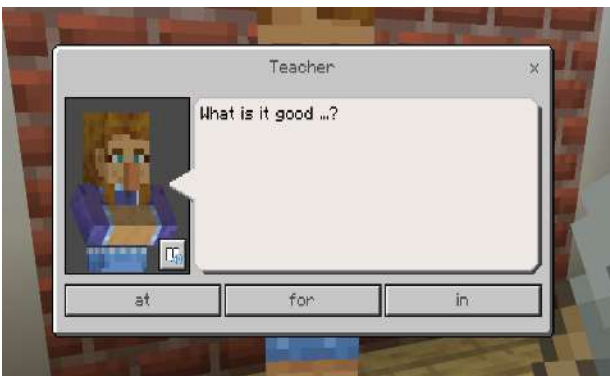
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After mending the nametag, gossip for a while with her until your teacher turns up.



Approach your teacher and tell him about the present you bought him. He seems a bit puzzled. You need to explain him everything! Such a handy thing and he does not have the faintest idea how to use it. Your teacher does not believe his eyes and repeats everything after you.





## Activity 5: Leaving the Party

Almost everyone is gone except two friends of yours. Speak to Rachel by walking towards her and right click on her figure. She will tell you about her plans for the summer.



After that, talk to a friend. Who is going to clean the room? Should you give your classmates a call to come back? Should the remaining ones clean it by themselves? Should they just leave because they are too tired?



Suddenly, your teacher is here again asking about your plans for this summer. Tell him what you are going to do. Right click on the button "I'm going to" and think about an already arranged activity.

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



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The 2 remaining pupils and you had to face an uneasy situation when everyone had left the party without helping with the cleaning. How could they prevent this situation? Who usually cleans up after your party?



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