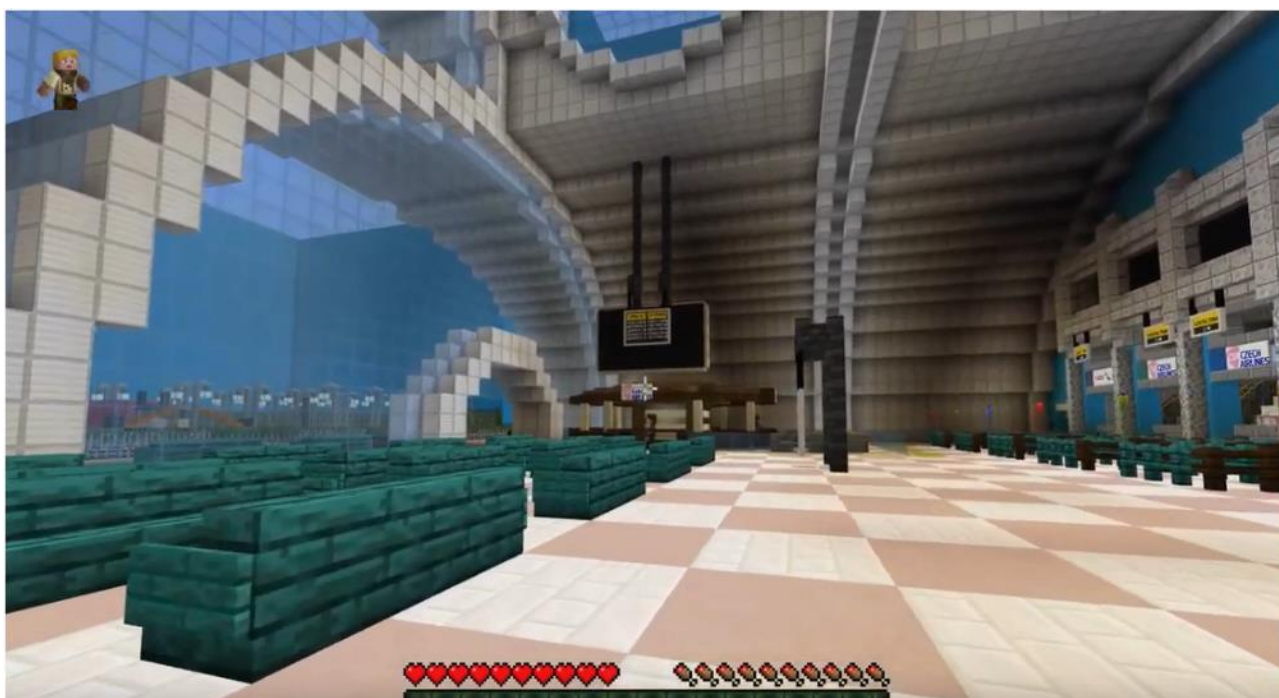


R2/T2.5: Parents' Guide and Teacher Pack

Instructional Material and Guide for the Minecraft Education World:

“Airport”



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. "Airport" Minecraft Education World

2.1 Goals of the World

In this world, students have the opportunity to experience the whole process that awaits them at a real airport. It all starts from the actual arrival at the airport, getting the tickets to the airport checks, checking in and boarding the plane. Once they arrive, they have to find their luggage and locate the contact person waiting for them at their final destination.

In the world, students get to experience the real airport process. They should thus be prepared for the real-life situations they may one day encounter. Throughout the game, they will learn the basic vocabulary associated with airport situations, but they will also learn, for example, what is allowed to take on the plane and what is forbidden.

During the game, students are put in situations where they are asked to choose one of the possible answers, and usually only one is correct. We recommend that students are reminded not to guess in this case, but to look for answers in the game.

If you get lost somewhere during the game, you can usually just find and follow the yellow path. 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.

From time to time in the game you will encounter this information panel (on the right). Right-clicking on the panel will bring up the help for that location. Feel free to use it if needed. Sometimes it might just point you in the right direction.



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 "Airport" Scenario

Activity 1: Search for lost luggage

Once in the world, speak to the taxi driver who brought you to the airport. Click on the Hello! and next buttons at the bottom. You will learn that the taxi driver has unfortunately lost some of your luggage. Your first task is to find 4 items (Water bottle, Suitcase, Hand luggage and Passport). Only after you find all the items can you enter the airport hall.



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It shouldn't be hard to find the items. You pick up an object by running up to it.



Once you have collected all the items, head back towards the taxi driver and look for the iron door. With all the items in hand, walk up to the door. The door will open and an animation will appear to show you have completed the first challenge.



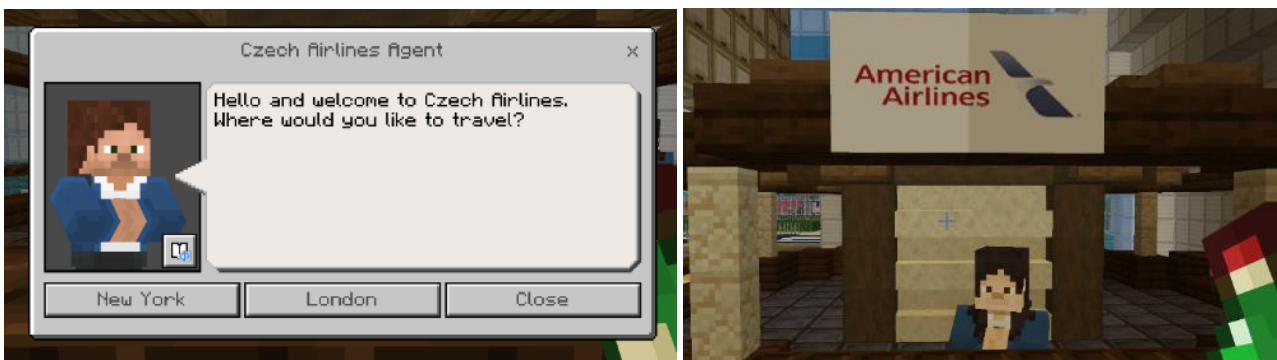
Go straight ahead to the departure hall, turn left and continue between the seats to the Czech Airlines counter.



Discuss with students what they pack in their suitcase when they travel abroad by plane. Which items are essential and which they can leave at home? Do some countries prohibit bringing certain foods or items in or out of the country?

Activity 2: Purchasing a flight ticket

Talk to the lady behind the counter. She'll ask you where you'd like to go. Try both options. You will find that you want to fly to NY, but Czech Airlines does not offer tickets to that destination. End the conversation, go around the corner and find the American Airlines counter.



Again, talk to the lady and select the NY option. You must now select a departure time. **DO NOT CHECK IN!** End the conversation and take a good look around the departure hall. By the seats you will find a sign with departures and arrivals. In the right-hand column of departures, look for the 2:00 pm New York flight (NY 14:00). Go back to the counter and select 14:00. You will be rewarded with a ticket.



The ticket will appear at the bottom of your inventory as the 5th item. Use the mouse wheel to hover over it and move the mouse down to read it.



Do you know other airlines? Find the national airlines of the countries whose destinations are on the arrivals and departures panel. What are the so-called low-cost airlines? How do they differ from conventional airlines? What should I do if my flight is cancelled?

Activity 3: Check-in

Follow the yellow path towards the check-in desk with the American Airlines sign. Talk to the lady at the check-in counter. During the conversation, you will be able to choose whether you want a window seat or an aisle seat.



A Boarding Pass will be added to your inventory. You can view it in the same way as in the previous challenge (the ticket). You will also be asked to check in your luggage. End the conversation and a cart will arrive on your left. Right click on it. Move your luggage (not your carry-on) to the top box, close the window and press the button in front of you. The trolley will leave and you can continue along the yellow line.

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Follow the yellow path around the corner to the next figure.



What happens to suitcases after check-in? Why is it necessary to be at the airport much earlier than the actual departure? What can I do to ensure that my suitcase is not lost or easily identifiable during transit? How big and heavy will my suitcase be checked at the airport? How big a carry-on bag can I take on the plane?

Activity 4: Security check

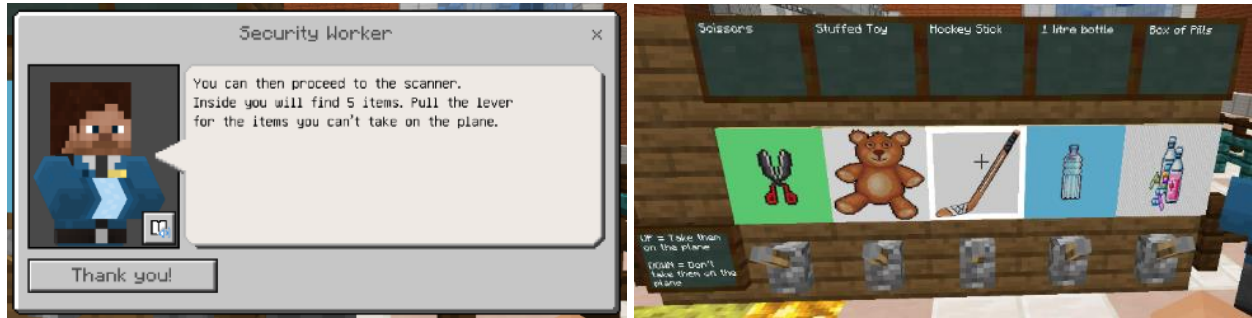
There are some items that you are not allowed on the plane for safety reasons. You will now be subject to a security check. Talk to the security guard in front of you. First, you'll need to put away all liquids over 100 ml. You have a bottle in your inventory. There's a black hole by the right leg of the securist. Right click on it and, as in the previous challenge with the luggage, move the bottle to any of the upper boxes. The bottle will disappear, and you can continue on to the security guard.



Talk to the character again. You will be given two tasks in turn. First, you have to put the remaining items in the cart behind you (the procedure is the same as in the previous tasks – right click on the cart and move the items to the top).



In the second task, you will have to decide which items you can take on the plane and which you can't. This task simulates a situation where you have to go through a scanner. You have to decide on the scissors, teddy bear, hockey stick, bottle and medicine. If you would like to look at the complete list of restricted items with your students, you can use the list directly on the American Airlines website – [Restricted items - Travel information - American Airlines \(aa.com\)](https://www.aa.com/restricted-items).



Right-click to toggle the levers. Up means you can take the item on the plane, down means you can't. The correct combination can be seen in the picture.



Once the levers are set to the correct position, the scanner will light up green and drive away with your items. You can now walk through the scanner. On the other side, talk to the character and take back all the items from the cart on your left.



Continue on the yellow trail. Go up the stairs to the concourse with individual gates.



In groups, check the websites of various airlines for a list of items that cannot be taken on the plane. Do different airlines have different lists? Compare them with each other. What can't I wear when I walk through the airport frame?

Activity 5: Boarding the plane

First you need to find the right gate. The Boarding pass, which we have in our inventory, will help us here. Use the mouse wheel to select it in the inventory and move the mouse downwards to read it well. The pass says to go to Gate 2C.



Talk to the person at the gate. You'll get a briefing on how to behave on the plane. This briefing is usually given by flight attendants on the plane. Take good note of what the character said and proceed to the gate. Here you will be asked several questions in turn to check how well you remember the previous briefing. You will appear in front of the first door. There is a question above the door in front of you and you have two choices. Select one and right-click the corresponding button on the right or left.

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If your answer was correct, the door will open. You must make it through the door before it closes. If you don't make it, repeat pressing the button. The pictures below show the correct answers.



After the last door, you will be transferred to the plane. Here you only have to find your seat. It matters where you sit, you were assigned a seat the moment you got your Boarding Pass. Use the mouse wheel to take it in your hand and look at it again. You have seat 5A. Find a seat and sit down.

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The flight is very fast and you are in NY in no time!



Talk to a flight attendant and you'll show up at NY airport.



It can be several kilometres from the control to the Gate. How do I get to the right gate at large airports? Compare how the largest European airports, such as Frankfurt and London, do this. Watch a video with a real briefing that always takes place before take-off.

Activity 6: Baggage reclaim

Talk to the first character in front of you. She'll be interested in the flight number so she can direct you. Do not guess, you can learn it from the boarding pass again.



The correct answer is flight 832. You will learn that the baggage can be found on Carousel 3. Go straight ahead and to the right, following the signs. Your carousel is in the next room on the right.



Now you have to gradually pass one cart after another. Click on them with the right mouse button. This will reveal the contents of the cart. You will find your luggage in the third one. Move it down to your inventory and continue on to the group of people.



What if my luggage doesn't arrive? Whom can I contact? What if my luggage is returned damaged? Am I entitled to any compensation?

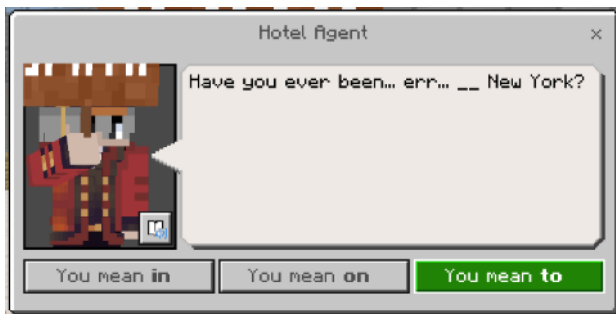
Activity 7: Contact person

In a group of people, you have to find a gentleman with a sign reading "Smith". That won't be hard. Talk to him.



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You will be asked a few questions at the end. This will test your English grammar skills. The correct answers to the questions can be found in the pictures below.



Congratulations, you are at the end of the whole game.



Reflect: What did you find the most difficult in the game? Which was the easiest part? If you worked together, what was the most difficult? What would you appraise? Have you flown by a plane yet? What do you remember from the flight?