

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

Instructional Material and Guide
for the Minecraft Education World:

“Around the City”



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. "Around the City" Minecraft Education World

2.1 Goals of the World

In this world, pupils should practise basic vocabulary on orientation in the city and descriptions of people or animals. The whole game is designed as a story where you are the main character. You walk a dog in a city park and play with it. Suddenly your dog runs off and gets lost. Your task is to find it. Along the way, you will meet characters who will gradually help you find the dog or help you navigate in the city.

It is good to recommend to students to talk to every character they meet in the game. The story is linear and it cannot happen that they run into any of the important characters before the story requires it. Next, stress to them the importance of remembering the descriptions of the animals and people in the game. Besides, they should feel free to take notes in their notebooks during the game. For some characters, they will need to answer the questions correctly. They should not guess, but look for the answers in the game or in their notes.



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 "Around the City" Scenario

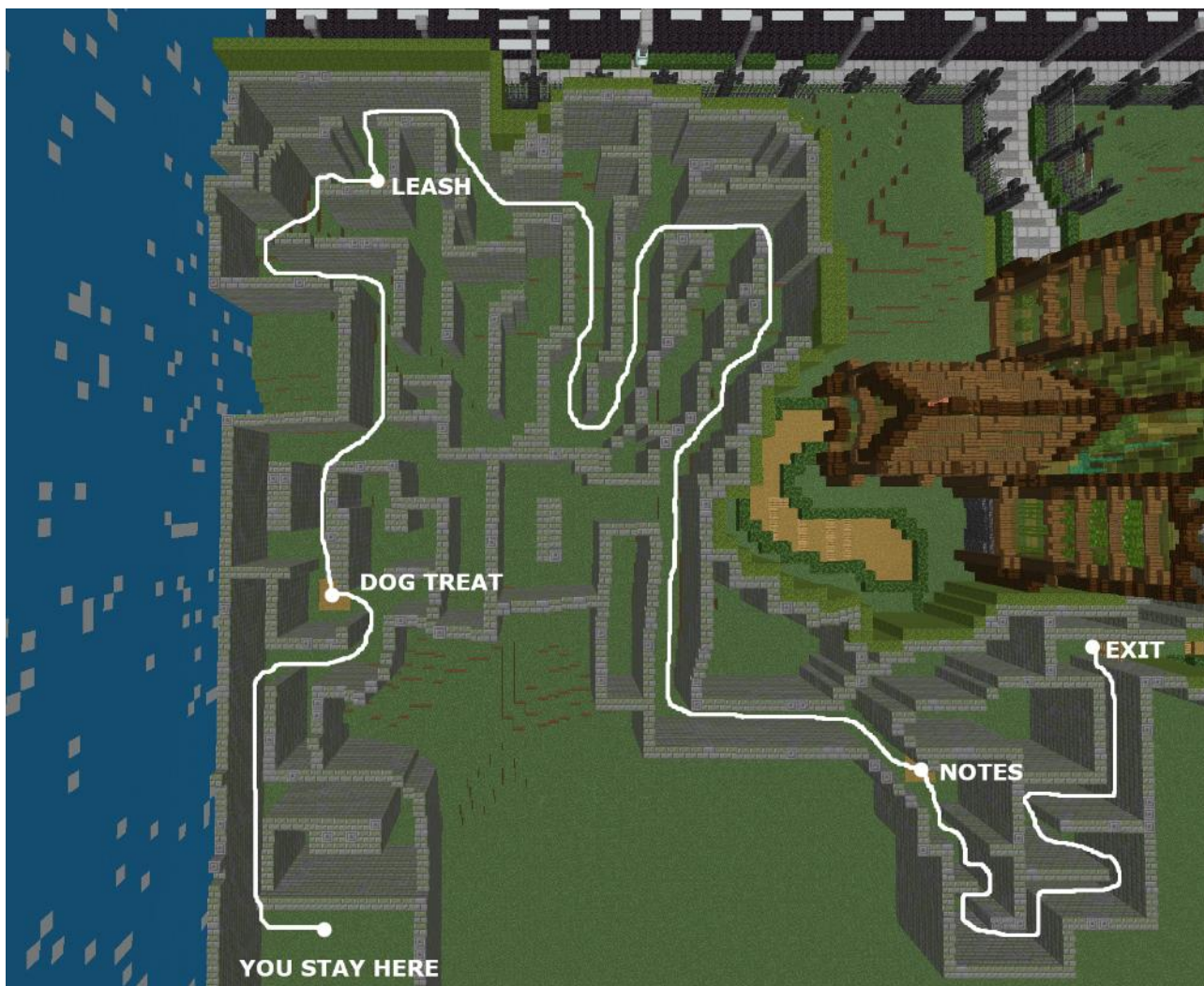
Activity 1: Journey through the maze

The story begins with you walking the dog. Come up to the dog and an animation takes place. The screen goes black and after a while it lights up again, but the dog is nowhere to be seen. Instructions appear on the screen telling you to leave the maze. On the way you must get three important items (otherwise you will not get out of the maze). These are a bone, a leash and a book. These three items should tell you that the dog has been kidnapped. You can always pick up an item by walking up to it and pressing the right mouse button. You can see the objects in the pictures.



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Although it shouldn't be too difficult to find your way out of the maze, you can get a bird's eye view of the maze with the path marked.



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The most important object from the maze is the notes (book). Use the mouse wheel to pick it up and move the mouse up and down to read the prepared page. You will keep these notes handy throughout the game. These are the notes lost by the thief that describe your dog. From the notes you will find that your dog is medium sized with white paws and likes to carry tennis balls. You will use this information later in the game.



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Before you leave the park, you need to speak to a ranger. He will tell you that during the night only one person left the park and give you a full description of him. Remember the description or write it down in your notebook. In addition, he will tell you that he left in a car belonging to the local rescue station and give you a description of the way to the station.



After completing the entire world, you can use the maze again. Start your world with the possibility of changes. One student can hide an object in the maze and then guides the other student to it using the correct vocabulary.

Activity 2: Animal shelter

Go through the gate (open it with the right mouse button) and follow the path slightly to the right to a parked taxi. The figure by the car will remind you which way you need to take to the shelter. However, the character is otherwise not important in the game. You will see the shelter to the left across the road. It is a light brown building standing alone. Cross to the other side, turn left and walk up to the shelter.

Go inside and talk to the nurse. She'll ask you for a description of the wanted dog. Don't guess! If you don't remember it, pick up the notes (book) and re-read the lost notes from the thief.

The correct answers are Brown, White paws, Playful.



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They don't have a dog here, but the nurse will send you to the police station. Go out and look for her.



If a pupil has an animal at home, do not tell the others what it is, but describe it. The others have to guess which animal it is.

Activity 3: Police Station

The police station is the biggest building on the map near the shelter.



Talk to the officer behind the counter at the station. After a short conversation, he will ask you to help identify the thief. You will find yourself in an interrogation room where four suspects are standing behind a glass wall.



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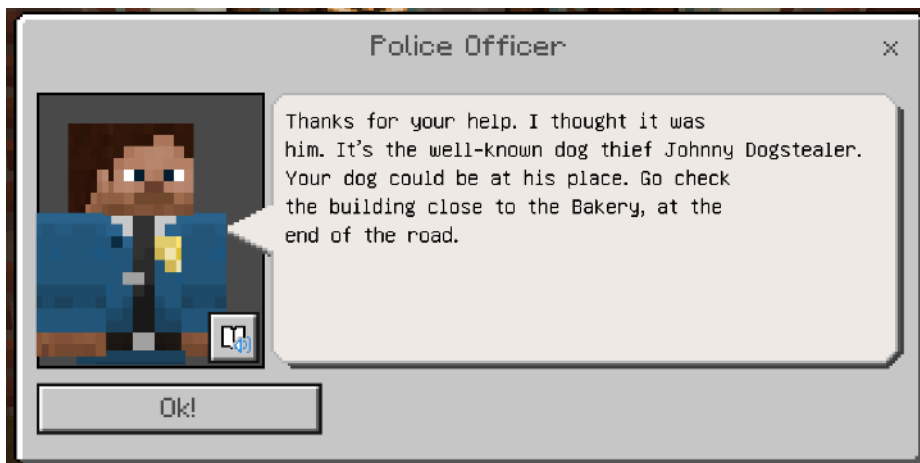


First, talk to the officer again. He will tell you to identify the thief and right-click on the lever in front of him. Again, don't guess! You will now need information from the park ranger.



The description corresponds to the second person from the left. Pull the lever and the officer will tell you that this is a well-known dog thief and that you will probably find your dog at his home in a building near the bakery at the end of the street.

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Turn around and go to the only door out of the room. The door can't be opened, but there is a button on the wall to the left of it. Right-click it and you'll be teleported to the lobby of the police station.



You can use similar activities as in the previous task. Have students describe one of their classmates, but do not say which one. The class will then have to guess which classmate it is. Alternatively, you could describe famous celebrities or athletes.

Activity 4: The Thief's Apartment

Exit the station through the entrance in front of you and turn right. Turn left at the first intersection and continue to the end of the street. You will have a cinema on your right and a bakery on your left. Talk to the person at the car.



You will be given the very important information that the burglar's apartment is number 2B.

Go up the stairs to the second floor, where you will find the door to apartment 2B.

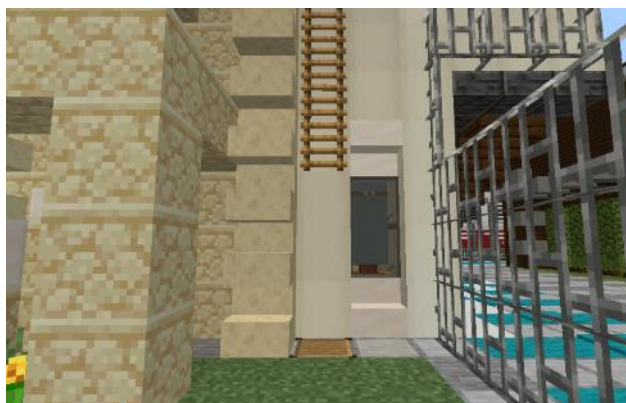
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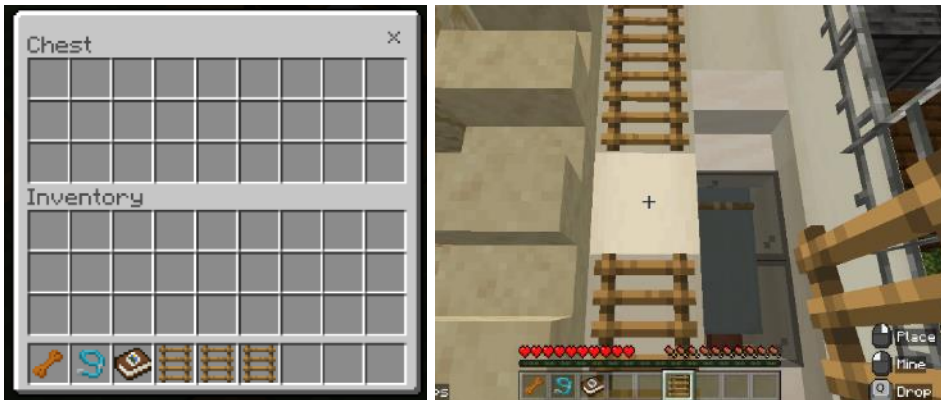
Right click to open the door and go inside. Search the apartment until you find the trapped dog. Unfortunately, there's no way to get to him. Take a good look around the apartment until you find a lever on the wall. The lever opens a secret door to the stairwell on the right.



Go down the staircase to the garden. There is a ladder next to the staircase. Unfortunately, a piece is missing. Search the entire garden. You'll find a hidden chest under a tree. Right click to open it and take all 3 pieces of the ladder. Go back to the broken ladder and right click to complete it.



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Climb the repaired ladder to the top, right click to open the door and rescue your dog. Congratulations, that's the end of the game.



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