

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

Instructional Material and Guide for the Minecraft Education World:

“Green School”



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. "Green School" Minecraft Education World

2.1 Goals of the World

The purpose of this Minecraft world is to help students make their school greener as well as learn a range of environment vocabulary list through conversations, giving definitions, matching words to images, a listening comprehension, completing a gapped text, proper waste disposal and writing solutions to environmental problems.

In this world students have to complete five different environmental challenges. They have to define environmental problems, identify actions that are necessary to tackle these problems. They have the chance to gain experience in planting flowers, disposing waste properly, using alternative energy. The use of topic related vocabulary in this scenario will enhance students' knowledge and ability to read, write, listen and maintain further discussions on the topic in English later on.

This Minecraft world gives the students the opportunity to look up for possibilities how to make their living environment more sustainable and improves their language skills. It encourages them to discover new solutions that create a sustainable future not only for them but also for their families, through sharing the engaging school experience at home.

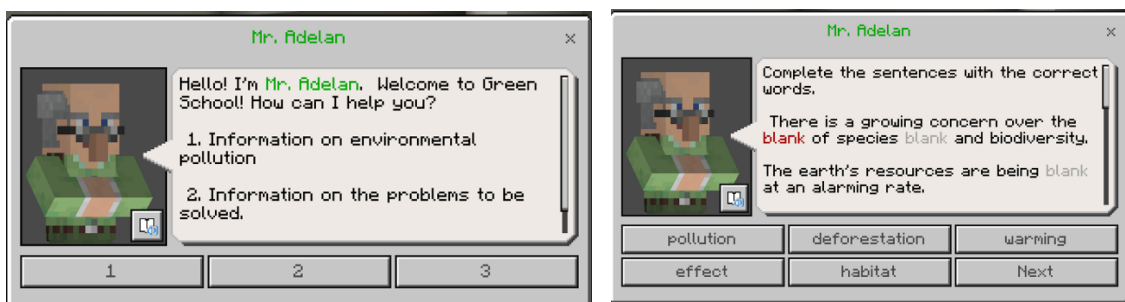


In this manual, we meet the light bulb symbol. These places indicate ideas for further activities for teachers. They are mostly based on what you have experienced or seen during the Minecraft lesson.

2.2 "Green School" Scenario

Activity 1: What is an environmental problem

Once in the world, the player is a student at Green School. At the information desk they meet Mr. Adelan, who presents them the first environmental challenge – completing sentences by choosing the correct word. When the answer is correct the colour of the 'blank' space turns green.



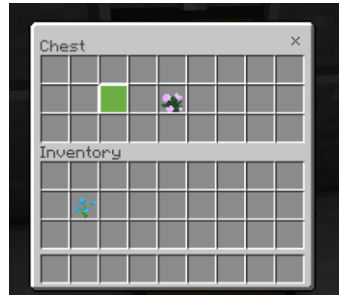
When the task has been completed correctly, go back to the Information desk, where the player can choose to move forward to the next activity.



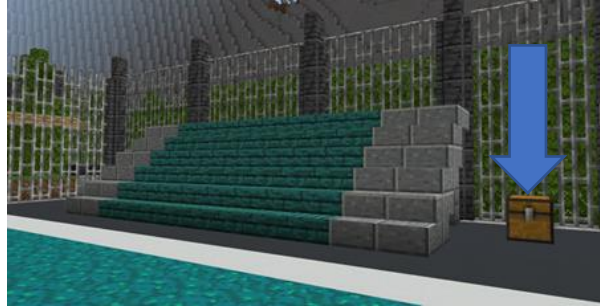
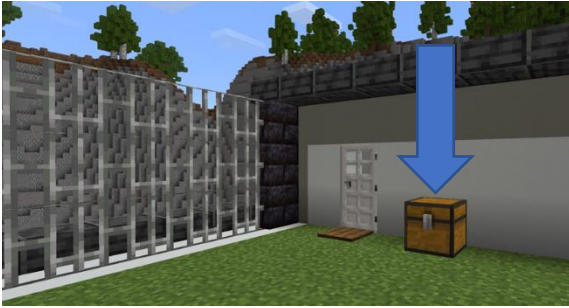
Discuss with students what an environmental problem is and give them a definition. Ask them how our actions affect the Earth. Introduce topic-related vocabulary.

Activity 2: Creating a Flower Patch

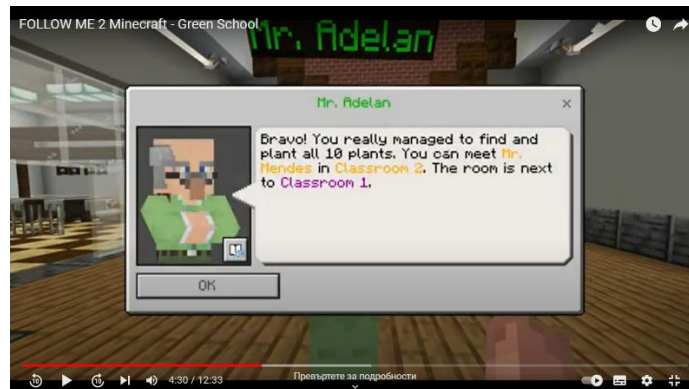
The player goes to room number 1 on the 1st floor, where they meet Miss. Bryson. She introduces the next task. The player has to collect 10 different types of flowers, hidden in chests. The correct places to find the chests are as follows: (see the screenshots to guide the students, if necessary).



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When the students have collected all ten plants, they have to go outside and plant them in the yard. Once the plants have been inserted under their correct names, the flower patch is ready and the students have to go back to the information desk in the school foyer. There the student is given instructions how to proceed with the next activity.

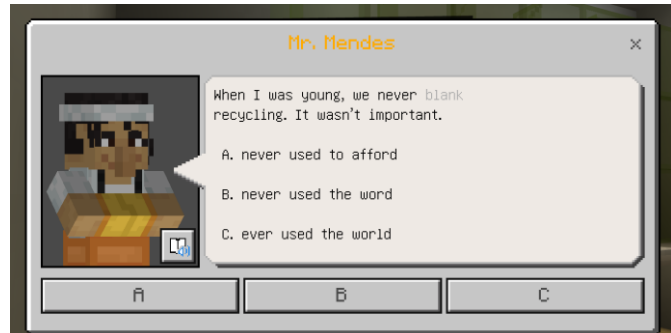


Do you know other types of flowers in English? Which ones? Name a few. (Depending on their level of English). A possibility to teach verbs about gardening as an additional activity either beforehand or after the game. Draw your own Minecraft flower patch with other types of flowers and name them. Make a digital drawing of it for homework (for the more tech-savvy ones).



Activity 3: Recycling

Go to room number 2 on the 1st floor. Meet Mr. Mendes who will give you instructions how to complete the next challenge – a multiple choice listening comprehension about recycling.



Press O.K. to start the recording. The text and the multiple-choice answers will appear. Choose the correct ones whilst listening. When the recording is over and the text has been completed the student is given the option to read the whole text with the correct phrases. Press 'next' and scroll to read the whole passage.



Summarise the text. Tell the class what you know about recycling. Write down new vocabulary. Which of these good examples will you do in your daily life in the future? Use future tenses to tell the class. Think about other good practices related to recycling.

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Activity 4: Proper Waste Disposal

You have to collect rubbish because the whole school and the school grounds need to be cleaned up and the rubbish disposed of in the correct bin. They are located on the left of the school right to the facade.



By clicking on the different items, you can see their names. Then you have to go outside to the bins. In order to dispose of trash properly, you have to choose the bin first and then pick up the trash items accordingly.



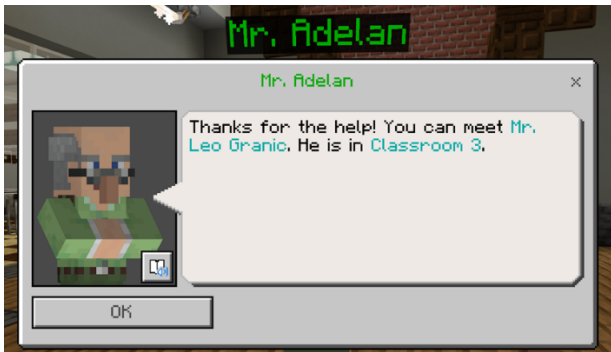
Once all items have been collected and disposed of properly go back to the foyer to talk to Mr. Adelan.



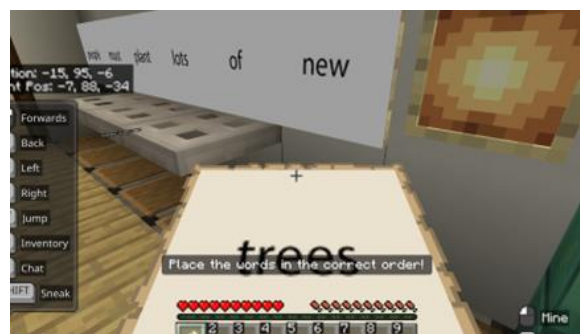
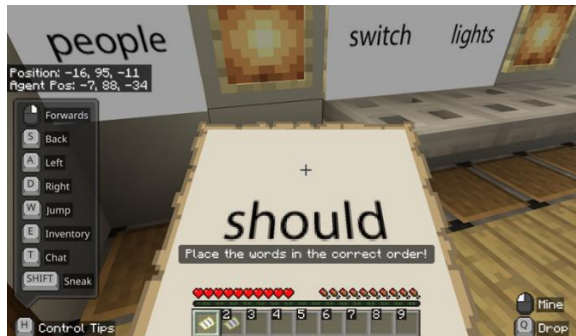
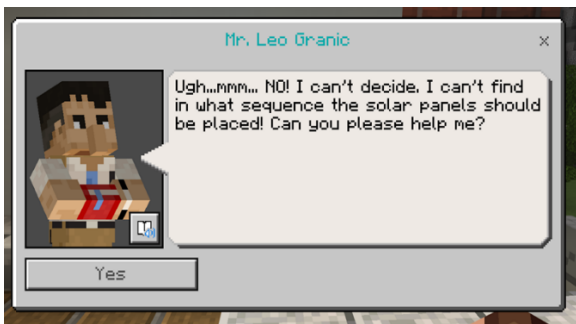
In 5 groups, develop the list of objects to dispose of into the different bins. What are these items made of? Name the material. Talk about organic waste and composting. Provide examples.

Activity 5: Solutions to Environmental Issues

In the foyer talk to Mr. Adelan who will give you more information about the next task. Find Mr. Leo Granic in room number 3 on the 1st floor.



Talk to Mr. Leo Granic who has a problem. The solar panels in the Green School do not work. In order to make them work you have to make sentences by using the given words. You can check the words for each sentence and then put them in their correct order by placing them on the board. When the sentence is correct, you can move forward to the next one.



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When you complete the task go back to Mr. Adelan in the school foyer.



Make a discussion on the use of alternative/renewable energy. Create a chart with alternative energy sources. Use modal verbs to write more solutions to environmental problems.

Talk to Mr. Adelan and get the certificate if all the activities you have completed are correct.



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? How can we live a sustainable life? Tell your family and friends.