

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

Instructional Material and Guide for the Minecraft Education World: “Treasure Hunt”



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. To download

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>

If your computer runs in Microsoft Windows S mode, you need to deactivate the S mode to be able to download the Minecraft Education Edition.

How to deactivate Microsoft S mode

Using the Microsoft S mode, the user has only access to apps that can be downloaded from the Microsoft App store. To deactivate the S mode, you need:

- To create a new Microsoft account that is not licensed as work or school
- Connect this Microsoft account to the laptop
- Then on your PC running Windows 10 in S mode, open Settings > Update & Security > Activation.
- Find the Switch to Windows 10 Home or Switch to Windows 10 Pro section, then select the Go to the Store link.
- Note: Don't select the link under Upgrade your edition of Windows. That is a different process that will keep you in S mode.
- On the page that appears in the Microsoft Store (Switch out of S mode or a similar page), select the Get button. After you confirm this action, you will be able to install apps from outside the Microsoft Store.

<https://answers.microsoft.com/en-us/windows/forum/all/s-mode-how-to-turn-off-windows-10/53ce25ce-734b-48b8-8d1e-baa5adb5d88b>

1.2. 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.



Do you face any other problems when loading the world? See if any of these solutions might help.

PROBLEM: The world doesn't have any NPC in.

SOLUTION: That means that the BEHAVIOR PACK didn't load appropriately with the world.

Exit the world (but not the Minecraft app). Find the world you are looking for and select SETTINGS. On the left side of your screen try to find the TAB that says BEHAVIOR PACKS. Then you will see two TABS on the main screen. ACTIVE PACKS and MY PACKS. Your behaviour pack should be in the tab MY PACKS, which you should click and select activate. If you are not sure what pack you need, go look at the ACTIVE PACKS and one of those should say that "This pack is missing". Find the Pack with the same name on the MY PACKS tab and activate it.

PROBLEM: The world has boards that have weird text, say something like board.act.1. NPC's have weird dialogue. ETC

SOLUTION: That means that the RESOURCE PACK didn't load appropriately with the world.

Exit the world (but not the Minecraft app). Find the world you are looking for and select SETTINGS. On the left side of your screen try to find the TAB that says RESOURCE PACKS. Then you will see two TABS on the main screen. ACTIVE PACKS and MY PACKS. Your behaviour pack should be in the tab MY PACKS, which you should click and select activate. If you are not sure what pack you need, go look at the ACTIVE PACKS and one of those should say that "This pack is missing". Find the Pack with the same name on the MY PACKS tab and activate it.

Check if you are facing both of these problems, go to both of these solutions

PROBLEM: The world is in a different language.

SOLUTION: The Follow Me to Minecraft worlds have been translated into different languages. Maybe you have a world that is in a different language than yours, find the appropriate language and start again.

If this doesn't work, make the language of the Minecraft app is set to your preference. In the English version look for the English US option, not the UK.





1.3. Navigate in the game

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



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).

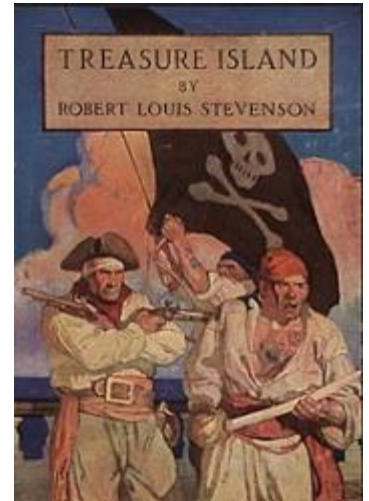
2 “Treasure Hunt” Minecraft Education World

2.1 Goals of the World

In this world, students have the opportunity to learn about and experience exciting adventures from Scottish author Robert Louis Stevenson’s novel *Treasure Island*. From the very beginning, the student takes on the role of a famous archaeologist in private practice who is invited to a meeting by the director of the gold museum: Treasure World. The exhibits in the museum will be the most expensive, famous but previously undiscovered treasures from around the world.

The students’ task is to find the famous pirate treasure from the novel and deliver it to the museum. In the world, students will be able to learn about the literary work and go through various trials, meeting the main characters from the novel. During the game, they will also learn about different job positions in a museum, as well as issues related to guarding valuable museum exhibits.

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 in this case not to guess, but to look for the answers in the game itself.



If you get lost somewhere during the game, you can usually just find and follow the yellow trail. It should always lead you to the next task. If you do not complete any of the tasks, the game will not allow you to continue.

From time to time in the game you will see this information panel (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 guide we encounter the symbol of a light bulb. These places show ideas for further activities for teachers. They are mostly based on what you experienced or saw during the Minecraft lesson.

2.2 “Treasure Hunt” Scenario

Activity 1: What is Treasure Island?

“Treasure World” – a museum of the most expensive gold treasures in the world. The exhibits in it will be the not yet discovered gold treasures of the world. You are late for a meeting with the director of the museum, Dr. Historical.

Dr. Istoriev entrusts you with the extremely important mission of finding a golden pirate treasure buried on “Treasure Island”. It will be the first museum exhibit from the museum’s valuable collection. The director sends you to the museum librarian for more information about the upcoming mission.

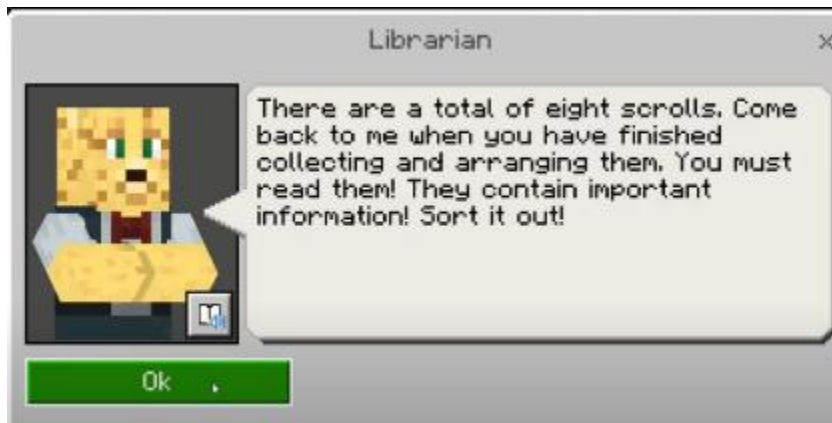
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Entering the library, you bump into a chest that opens and from it several leaves are scattered all over the library. You receive your first assignment from the librarian. You must collect and arrange in the correct meaning sequence, the eight scrolls scattered by you.

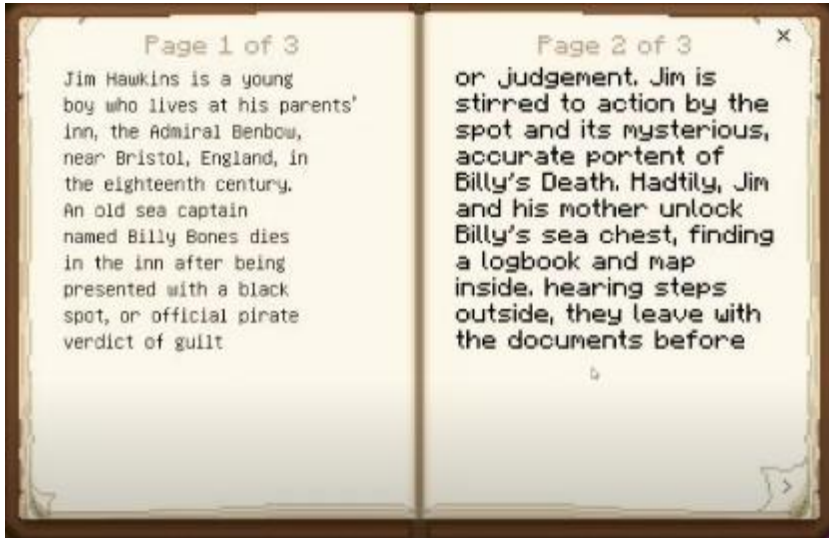


The information they contain relates to the story of the novel and its main characters.



Sorting occurs in a place designated by a question mark. It should be noted that the correct arrangement of the scrolls is divided into two by four racks, located on both sides – left and right of the player.

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The correct order is as follows:

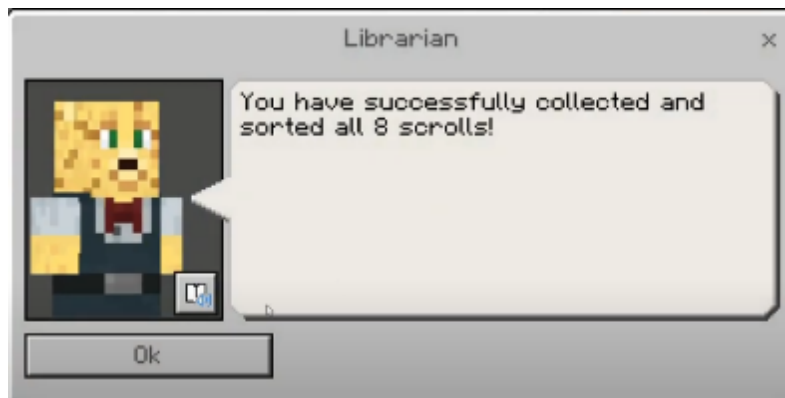
1. Jim Hawkins is a young boy who lives at his parents' inn, the Admiral Benbow, near Bristol, England, in the eighteenth century. An old sea captain named Billy Bones dies in the inn after being presented with a black spot, or official pirate verdict of guilt or judgment. Jim is stirred to action by the spot and its mysterious, accurate portent of Billy's death. Hastily, Jim and his mother unlock Billy's sea chest, finding a logbook and map inside. Hearing steps outside, they leave with the documents before Billy's pursuers ransack the inn.
2. Jim realizes that the contents he has snatched from the sea chest must be valuable, so he takes one of the documents he has found to some local acquaintances, Dr. Livesey and Squire Trelawney. Excited, they recognize it as a map for a huge treasure that the infamous pirate Captain Flint has buried on a distant island. Trelawney immediately starts planning an expedition. Naïve in his negotiations to outfit his ship, the Hispaniola, Trelawney is tricked into hiring one of Flint's former mates, Long John Silver, and many of Flint's crew. Only the captain, Smollett, is trustworthy. The ship sets sail for Treasure Island with nothing amiss, until Jim overhears Silver's plans for mutiny. Jim tells the captain about Silver and the rest of the rebellious crew.
3. Landing at the island, Captain Smollett devises a plan to get most of the mutineers off the ship, allowing them leisure time on shore. On a whim, Jim sneaks into the pirates' boat and goes ashore with them. Frightened of the pirates, Jim runs off alone. From a hiding place, he witnesses Silver's murder of a sailor who refuses to join the mutiny. Jim flees deeper into the heart of the island, where he encounters a half-crazed man named Ben Gunn. Ben had once served in Flint's crew but was marooned on the island years earlier.
4. Meanwhile, Smollett and his men have gone ashore and taken shelter in a stockade the pirates have built. Jim returns to the stockade, bringing Ben with him. Silver visits and



attempts a negotiation with the captain, but the captain is wary and refuses to speak to him. The pirates attack the stockade the next day, and the captain is wounded. Eager to take action, Jim follows another whim and deserts his mates, sneaking off to hunt for Ben's handmade boat hidden in the woods.

5. After finding Ben's boat, Jim sails out to the anchored ship with the intention of cutting it adrift, thereby depriving the pirates of a means of escape. He cuts the rope, but he realizes his small boat has drifted near the pirates' camp and fears he will be discovered. By chance, the pirates do not spot Jim, and he floats around the island until he catches sight of the ship drifting wildly. Struggling aboard, he discovers that one of the watchmen, Israel Hands, has killed the other watchman in a drunken fit. Jim takes control of the ship, but Israel turns against him. Jim is wounded but kills Israel.
6. Jim returns to the stockade but finds it occupied by the pirates. Silver takes Jim hostage, telling the boy that the captain has given the pirates the treasure map, provisions, and the use of the stockade in exchange for their lives. Jim realizes, however, that Silver is having trouble managing his men, who accuse him of treachery. Silver proposes to Jim that they help each other survive by pretending Jim is a hostage. However, the men present Silver with a black spot and inform him that he has been deposed as their commander.
7. In a desperate attempt to gain control of his crew, Silver shows them the treasure map to appease them. Silver leads Jim and the men to the treasure site, but they are shocked to find it already excavated and the treasure removed. The men are angered and near mutiny again. At that moment Dr. Livesey, Ben Gunn, and the others fire on the pirate band, which scatters throughout the island. Jim and Silver flee, and are guided by the others to Ben's cave, where Ben has hidden the treasure, which he had discovered months before.
8. After spending three days carrying the loot to the ship, the men prepare to set sail for home. There is a debate about the fate of the remaining mutineers. Despite the pirates' submissive pleas, they are left marooned on the island. Silver is allowed to join the voyage, but he sneaks off the ship one night with a portion of the treasure and is never heard from again. The voyage home comes to a close. Eventually, Captain Smollet retires from the sea, and Ben becomes a lodge-keeper. Jim swears off treasure-hunting forever and suffers from nightmares about the sea and gold coins.

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After successfully completing the first task, you return to the librarian. She thanks you and gives you a badge – a compass that will allow you to find the location of the museum archive to meet the museum archivist Archie.



Introduce your students to the work of Scottish writer Robert Louis Stevenson. Read a summary of the book. Recommend that your students read the entire novel.

Activity 2: Preservation of museum exhibits

Heading north as indicated by the librarian, you find the museum archivist in a large room located in the museum's crypt. The archivist in a museum is responsible for preserving and preserving the contents of archives and artefacts of a historical, cultural, administrative and artistic nature.

The archivist plans and implements systems to preserve records and valuable historical documents. The museum has a security problem and needs help developing new strategies to protect exhibits from theft.



You have to help him come up with the safest ones. There are 3 options, but only one of them is the correct choice. One that will not interfere with museum visitors or discriminate against them in any way. It is possible to choose by pressing buttons a) or b).

The correct choice is:

A metal-detector frame for visitors to pass through when entering the museum. The frame will be decorated with a design appropriate to the interior of the museum, so that visitors will not realize they are being checked at all.



After helping Archie make the right decision, he gives you a map of the island with undiscovered treasures marked on it.

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You also get a badge whose red beam should be aimed at the north wall of the archive.

The map is on the wall, and to the right of it is a red square where you need to aim the red beam.



A time portal opens, and once you pass through it, you find yourself on Treasure Island.

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Do you know different options of security and guard systems? Look for others that would be suitable for the preservation of expensive museum exhibits? What to do in case of theft?

Activity 3: Treasure Island as the novel unfolds

The action takes place on Treasure Island, in Ben Gunn's cave. It is located to the right of the player:



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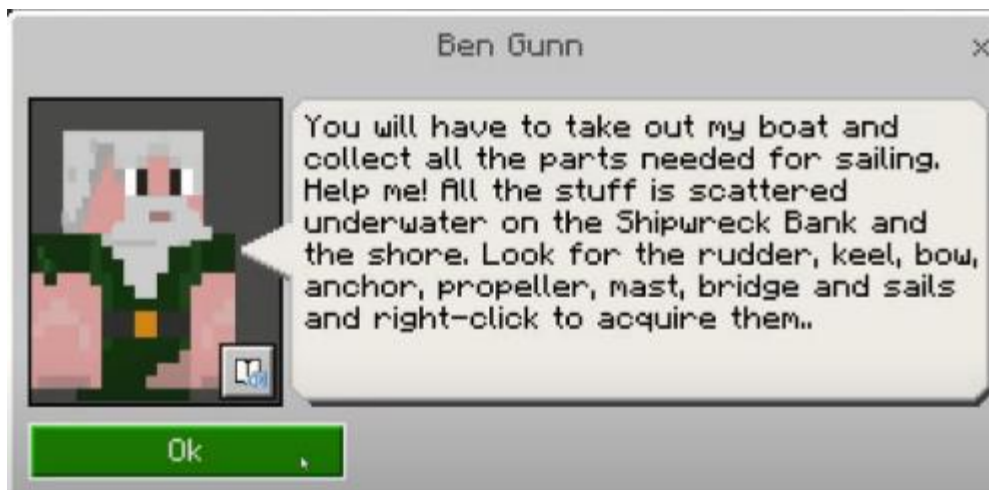


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Ben Gunn offers to help you find the treasures, but he doesn't have a ship. His ship has sunk and all the equipment needed to sail long distances lies underwater on Shipwreck Island. All the important parts of the ship are scattered in and around the ocean. They must be collected, and Ben Gunn is alone and unable to accomplish this task. Your mission will be to find: the rudder, the keel, the bow, the anchor, the propeller, the mast, the bridge and the sails of the ship.



Each of them has its own important purpose for the ocean voyage. The player exits the cave and heads towards the ocean. Some of the wanted items are underwater and others are on the ocean shore.

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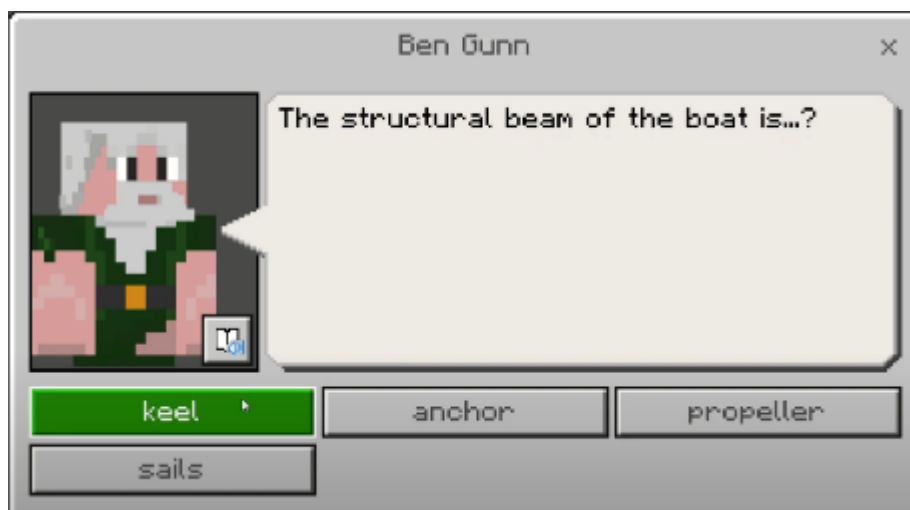
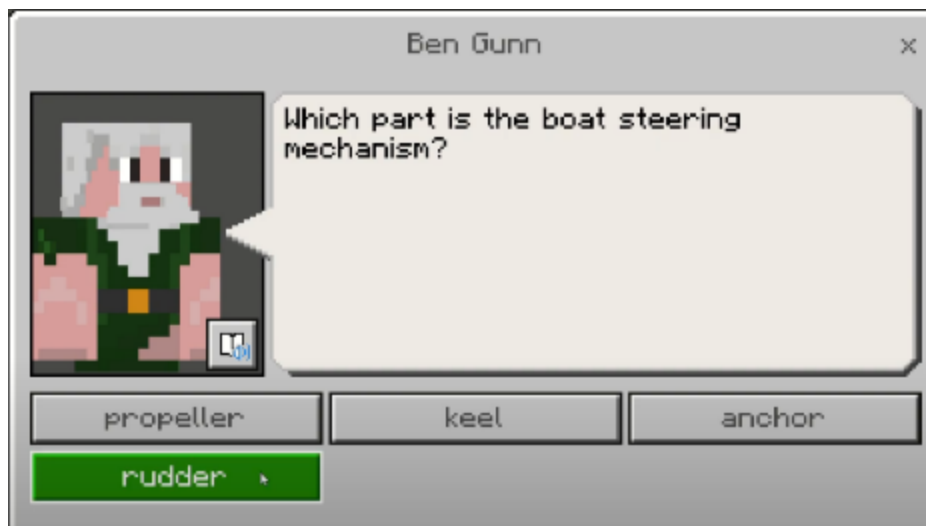
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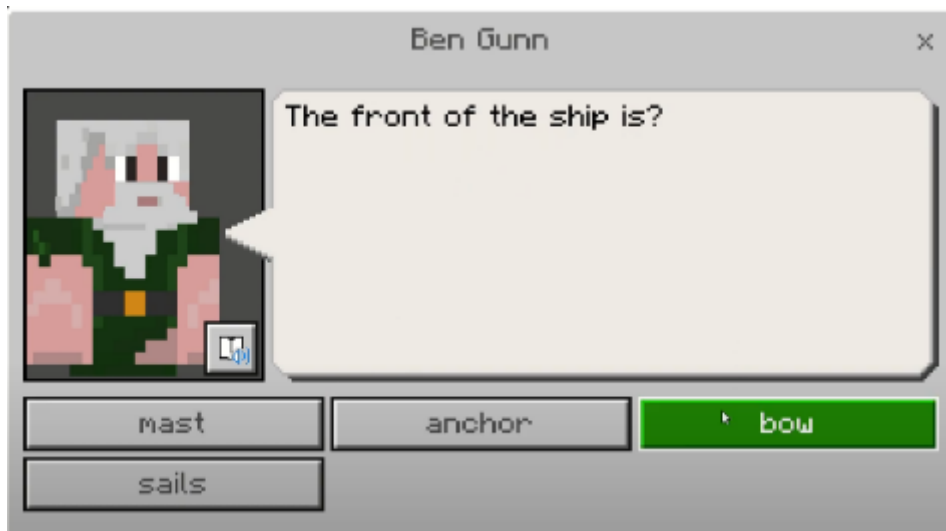
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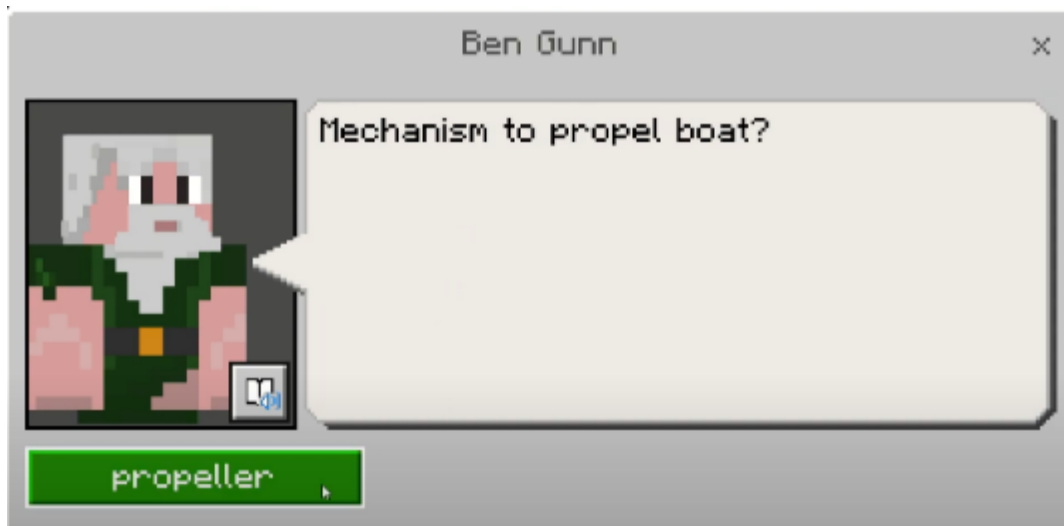
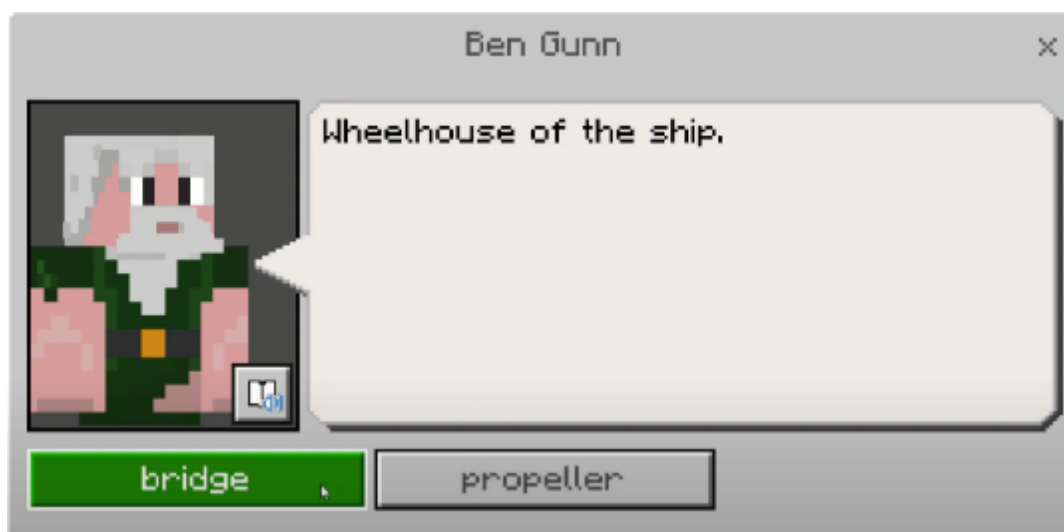
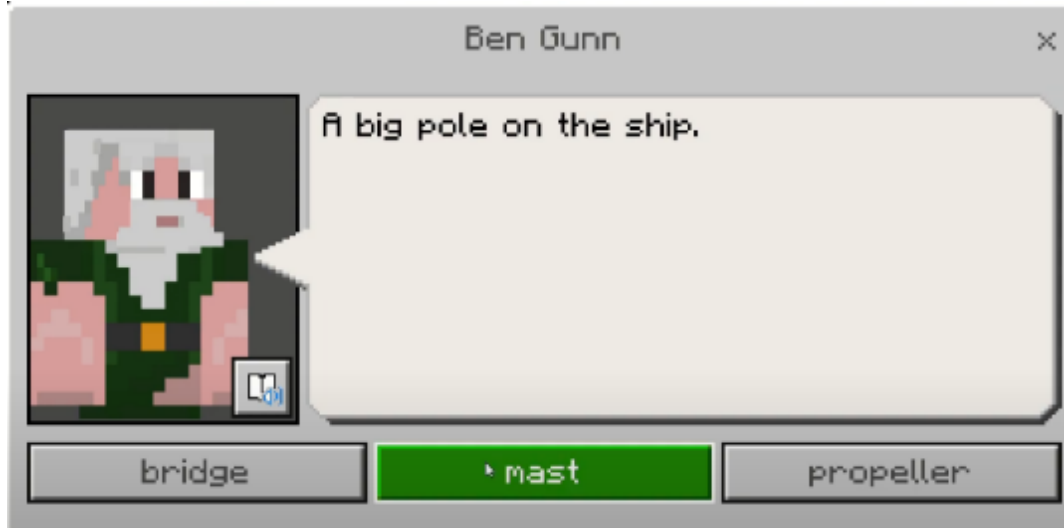
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After successfully completing the quest, you return to Ben Gunn, who asks you a few questions related to the ship's equipment (the wanted parts). The player must match the words with their purpose. Here are the correct answers.



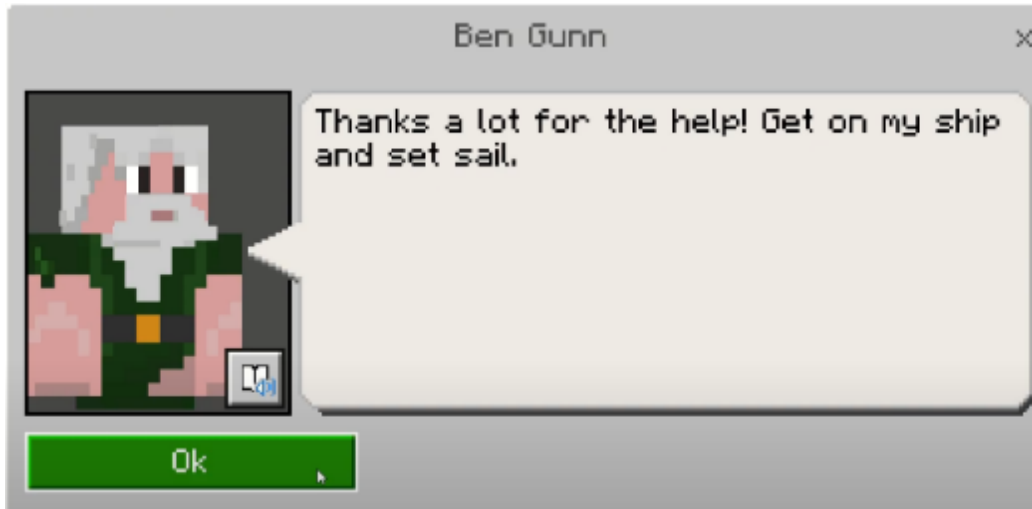
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Ben Gunn gives you his ship to find the ancient oracle bay faster. The oracle's prophecy will help you find the undiscovered treasure.



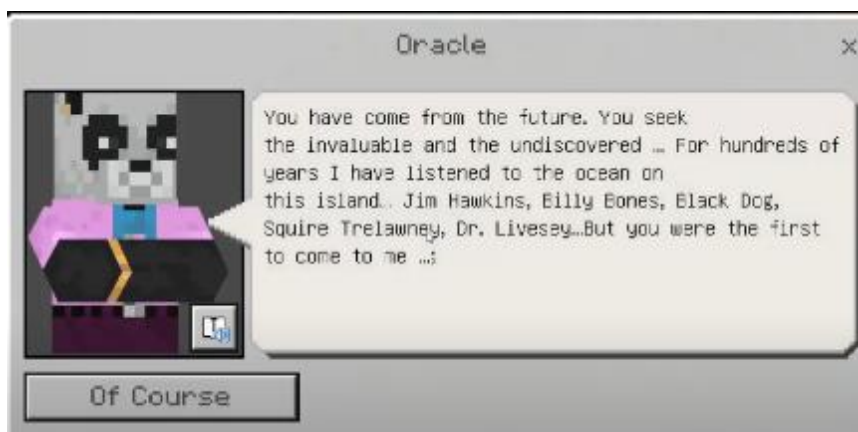
Are you familiar with boating lifesaving equipment? Why is it necessary to be safe at sea?
What are the most important means of lifesaving in shipping?

Activity 4: Characters in the novel "Treasure Island" by the writer Robert Louis Stevenson

On the Bay of the Ancient Oracle, you seek the sanctuary of the Ancient Oracle.

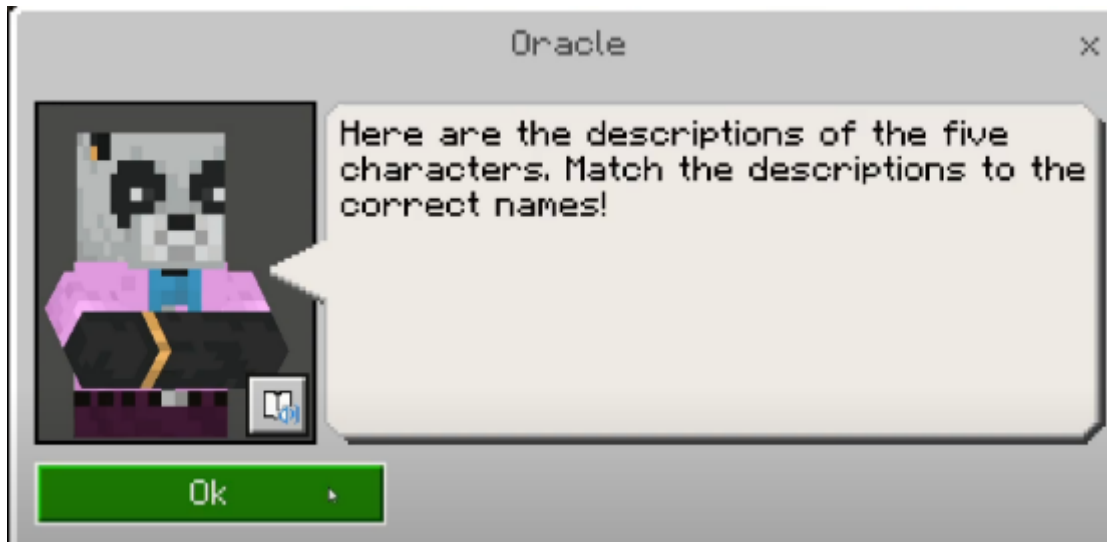


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He needs your help to identify the individual characters in the novel. Their names appear in a list. The player sees the character descriptions without seeing their names and must determine which description corresponds to which character.





Here are the correct answers. The player sees the descriptions without seeing the names. The player matches the name and the description.

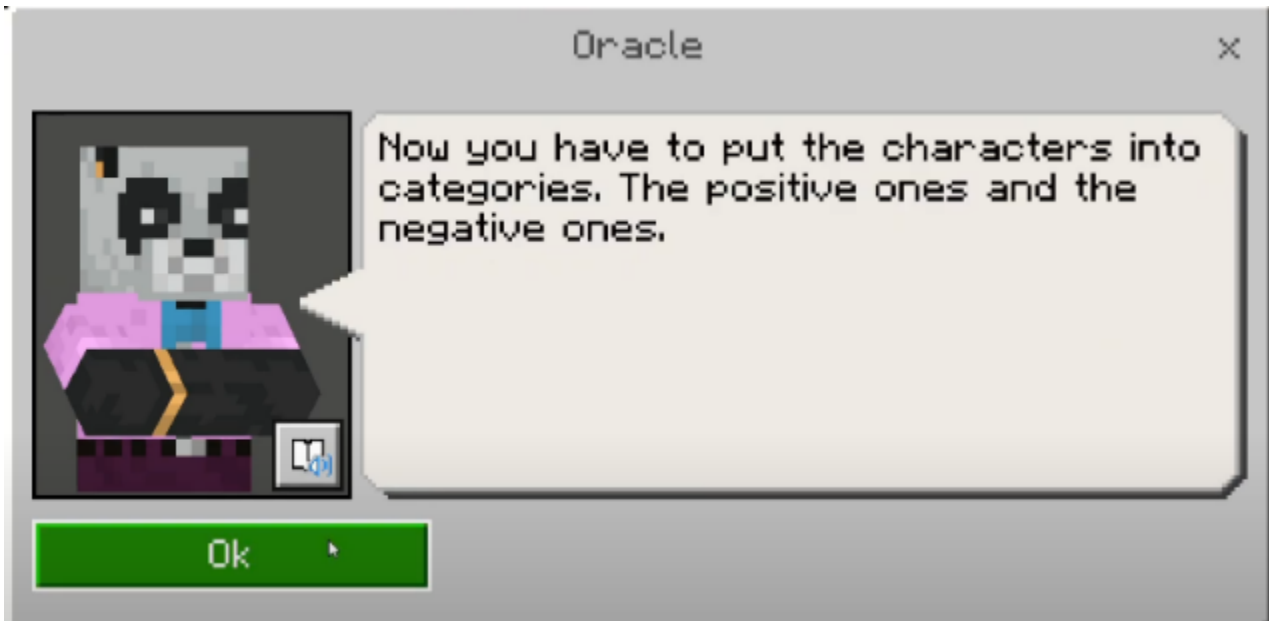
(Jim Hawkins) The first-person narrator of almost the entire novel. Jim is the son of an innkeeper near Bristol, England, and is probably in his early teens. He is eager and enthusiastic to go to sea and hunt for treasure. He is a modest narrator, never boasting of the remarkable courage and heroism he consistently displays. Jim is often impulsive and impetuous, but he exhibits increasing sensitivity and wisdom.

(Squire Trelawney) A local Bristol nobleman. Trelawney arranges the voyage to the island to find the treasure. He is associated with civic authority and social power, as well as with the comforts of civilized country life (his name suggests both “trees” and “lawn”). Trelawney’s street smarts, however, are limited, as the ease with which the pirates trick him into hiring them as his crew demonstrates.

(Dr. Livesey) The local doctor. Dr. Livesey is wise and practical, and Jim respects but is not inspired by him. Livesey exhibits common sense and rational thought while on the island, and his idea to send Ben to spook the pirates reveals a deep understanding of human nature. He is fair-minded, magnanimously agreeing to treat the pirates with just as much care as his own wounded men. As his name suggests, Livesey represents the steady, modest virtues of everyday life rather than fantasy, dream, or adventure.

(Billy Bones) The old seaman who resides at Jim’s parents’ inn. Billy, who used to be a member of Silver’s crew, is surly and rude. He hires Jim to be on the lookout for a one-legged man, thus involving the young Jim in the pirate life. Billy’s sea chest and treasure map set the whole adventure in motion. His gruff refusal to pay his hotel bills symbolizes the pirates’ general opposition to law, order, and civilization. His illness and his fondness for rum symbolize the weak and self-destructive aspects of the pirate lifestyle.

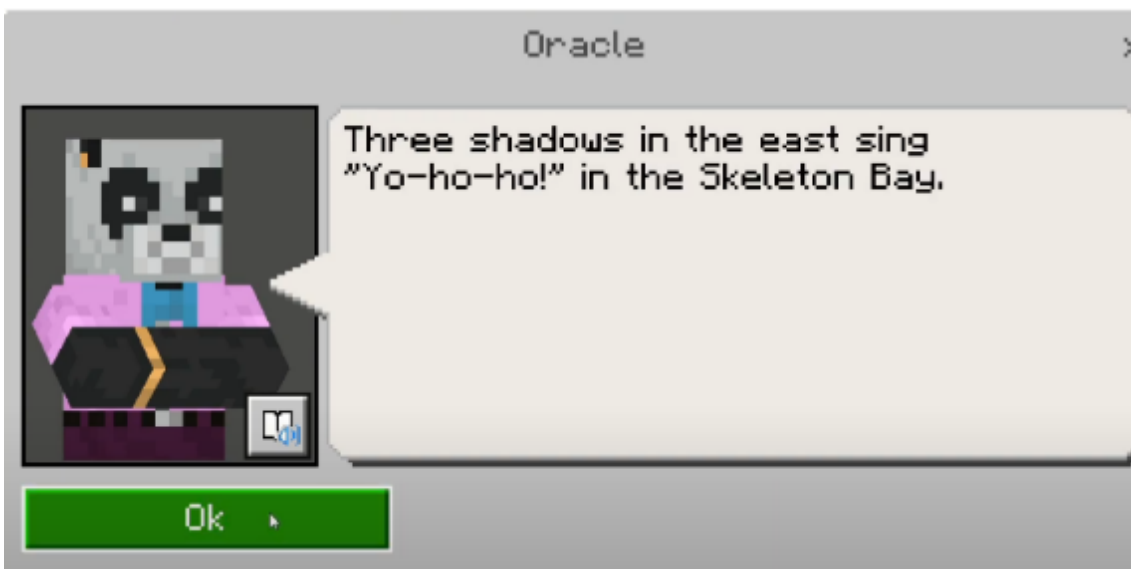
After students have completed this task, they should put the characters into categories: Positive or Negative.

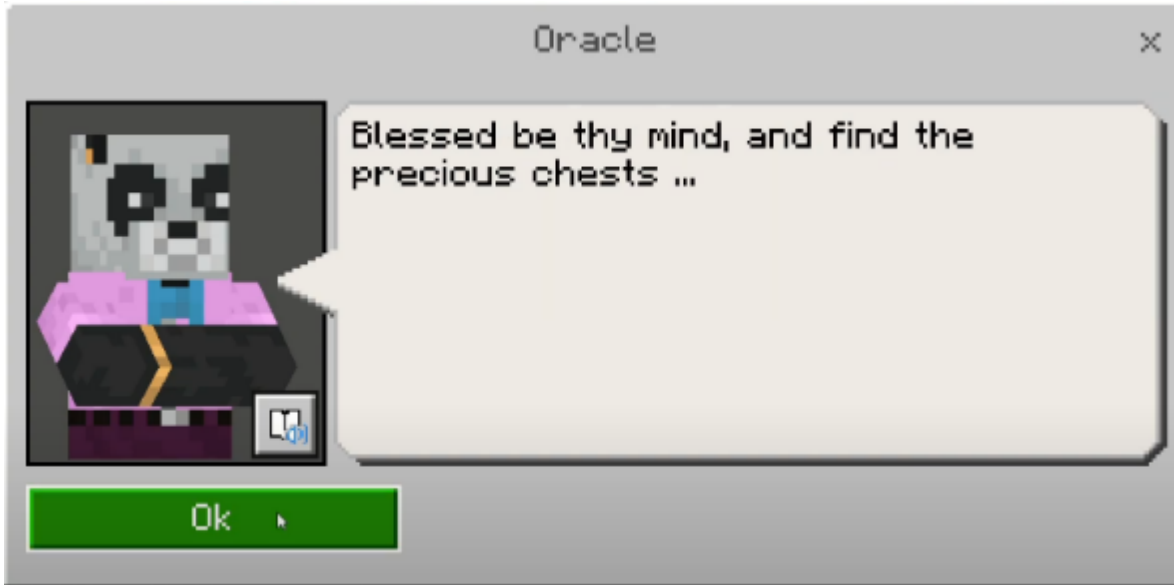


Here are the correct answers:

1. Jim Hawkins – Positive
2. Billy Bones – Negative
3. Squire Trelawney – Positive
4. Dr. Livesey – Positive

After successfully completing this challenge as well, the Ancient Oracle begins to give strange directions:





Discuss with your students other characters in the novel, trying to categorize them. According to the characteristics of these characters, could you add other categories besides only positive and only negative characters?

Activity 5: Word Order

It is dark in Skeleton Bay, but the player sees three pirates standing near a lit fire. They want to take Ben Gunn's ship to sail off the island with their cargo. It turns out that they have already found Captain Flint's treasure and some papyrus with scrambled text. In addition to taking the ship, they want help arranging the text. They promise to give half of the golden treasure.



The text consists of four lines and buttons, and the player must follow the correct order of words by selecting the correct buttons:

- a) "Yo-ho-ho and a bottle of rum!"
- b) "Fifteen men on the dead man's chest" –
- c) "Yo-ho-ho and a bottle of rum!"
- d) "Drink and the devil has done the rest"–

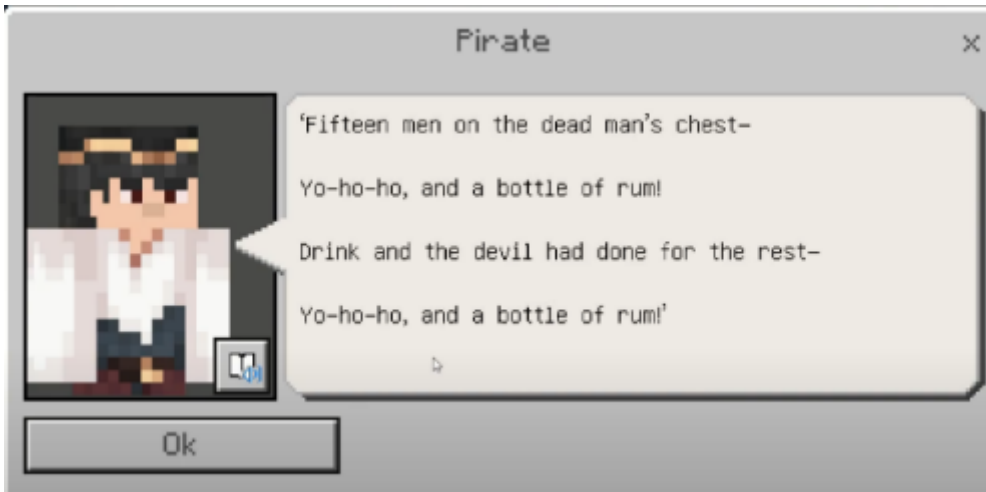
It is done by sequential selection of buttons: a, b, c and d. After each correct selection, the following window appears:



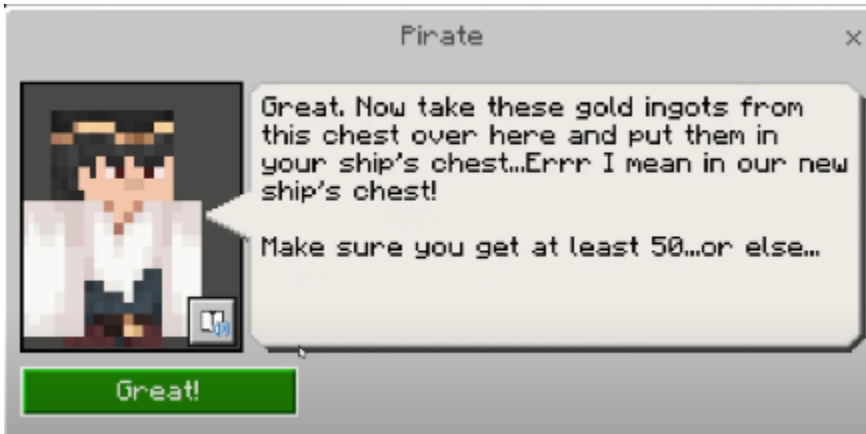
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(This is the correct word order)

- b) "Fifteen men on the dead man's chest" –
- a) "Yo-ho-ho and a bottle of rum!"
- d) "Drink and the devil has done the rest" –
- c) "Yo-ho-ho and a bottle of rum!"



After successfully completing this challenge, the pirates prompt you to collect 50 gold bars from their chest. This is actually part of the treasure you were looking for.



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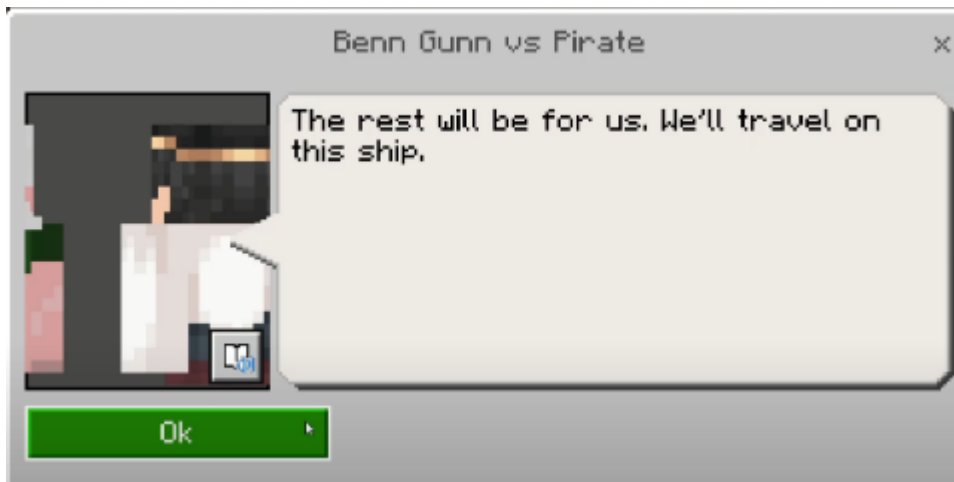
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They all then set sail for Ben Gunn's cave. After half the treasure chests are unloaded in the cave, a dispute over the treasure arises between the pirates and Ben Gunn.



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The player uses the mess and directs the red beam from the badge to the wall of the cave where all the chests are lined up.



A time portal is activated and the character returns to the museum archive again.



Have students research the Internet to see what other precious treasures exist around the world that have yet to be discovered.

Activity 6: Final Quiz

'Treasure Island' Context Quiz

Archivist Archie welcomes you happily and congratulates you on a successful mission. You are interrupted by a phone call.

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A call from Dr. Istoriev and reports on a thief who has sneaked into the museum and is coming right to the museum's archives.

This is the world's most skilled treasure thief, Silver the Second.



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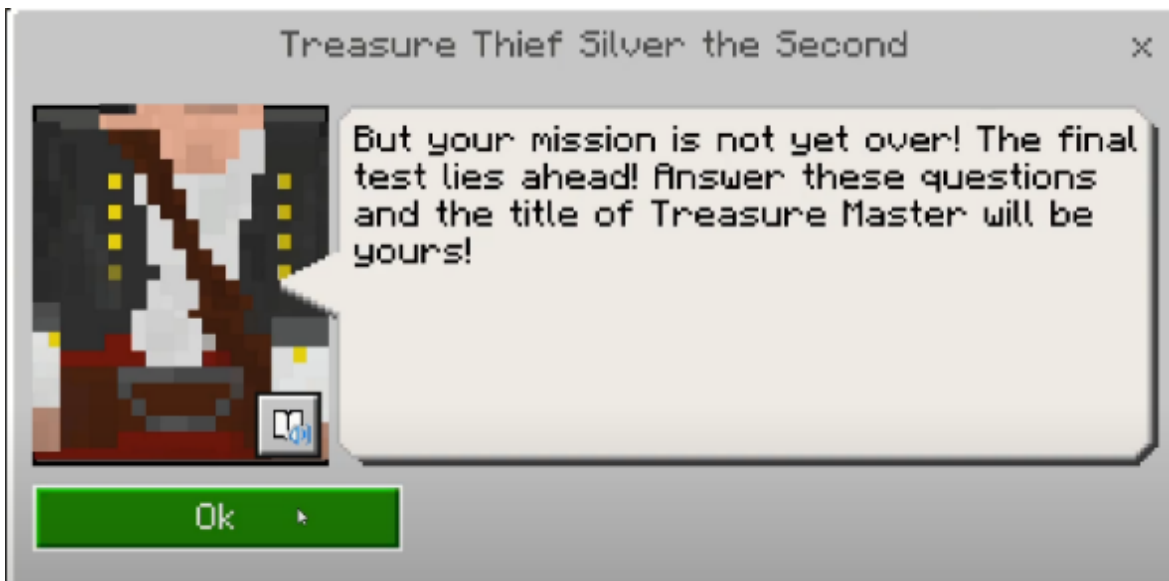


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He tells you that he is very pleased with your success and now it is time for your final test. After answering the questions, you will be awarded the title of Treasure Master!



The player sees the quiz questions and answers one after the other on a large wooden wall. There are four buttons for each answer and a next button. When the player gives a correct answer, he can see the next question.

This is the test with correct answers marked.

1. What does Jim's father do for a living?

- a) He is a farmer
- b) He is a banker
- c) He is an innkeeper
- d) He is a lawyer

2. Why does Billy give Jim money each month?

- a) To shine his boots
- b) To bring him rum
- c) To be on the lookout for Billy's enemy
- d) To guard his map

3. Where is Billy when he receives the black spot?

- a) On the road
- b) In the inn
- c) On the ship
- d) At the squire's house

4. In what century is Treasure Island set?

- a) Seventeenth
- b) Eighteenth
- c) Nineteenth
- d) Twentieth

5. What is Pew's most noticeable physical feature?

- a) His blindness
- b) His lameness
- c) His leprosy
- d) His deafness

6. To whom does Jim first show the map?

- a) Pew
- b) His father
- c) Captain Smollett
- d) Dr. Livesey

7. What is Long John Silver's original job on the ship?

- a) Captain
- b) Cook
- c) First mate
- d) Doctor

8. Where is Jim when he overhears Silver's plans for mutiny?

- a) In the wine cellar
- b) In an apple barrel
- c) In the washroom
- d) In the stockade

9. Where does Jim encounter Ben Gunn?

- a) On the ship
- b) In the stockade
- c) At the pirates' camp
- d) In the woods

10. What does Jim hunt for after leaving Captain Smollett in the stockade?

- a) Treasure
- b) Rum
- c) Medicine
- d) A boat

11. What is the name of Long John Silver's parrot?

- a) Cap'n Flint
- b) Cap'n Hook
- c) Cap'n Billy
- d) Cap'n Morgan

If the answer is wrong, the following window appears:



Upon successful completion of the test, students receive the title of Treasure Master from Silver the Second.



The hero returns to the office of Dr. Istoriev, where he congratulates him and says that the museum will be the most famous and the most visited.



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?