

Project NEWSLETTER

English
Language
Teaching
Adventures
in Minecraft

July – December 2022 / Vol. 2

Follow Me to MINECRAFT

Follow Me to Minecraft provides a unique experience for both ESL learners and teachers. Not only does it provide an engaging fun way of delivering language practice in classrooms or when teaching remotely, but also integrates features of problem-based learning (PBL) methods.

Furthermore, the whole concept of a game based on real life situations encourages critical thinking and problem-solving skills.

Designed and provided to everyone who enthusiastically strive to go the mile for acquiring their language skills to have more opportunities or helping their children when learning ESL, and delivering cutting-edge ESL classes.

<https://followme2minecraft.eu/>



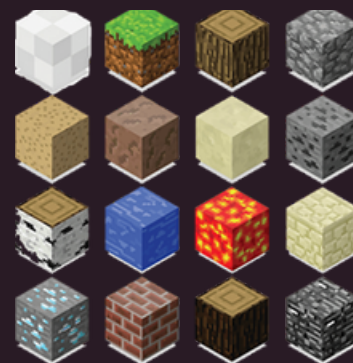
Welcoming a new member

Maria, the Project Manager from Atermon, left the Project in August and was replaced by Grigoris, a talented developer, who took over her role.

The aim was to compare ideas of ELT experts and the Minecraft experts to cross-check the possibilities that the Minecraft environment offers for delivering PBL and ELT challenges through Minecraft.

Consulting the ideas with game developers

PBL specifications for Minecraft environments were completed by the project partners and expert knowledge from Atermon developers was provided to harness the possibilities within the game and to know what can or cannot be realized within the game.



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Further achievements

Creating "challenges" in Minecraft

From 11 challenges presented by the project partners, 6 challenges were chosen. Every challenge contains a driving question of the world which starts the game and motivates the players. There are also milestones of the story. We met online on September, 27th to discuss the content of the challenges thoroughly.



Developing the lesson structure

When developing the lesson structure, there are many elements to be considered. Every challenge contains its ELT level and focus, describes knowledge and competencies developing through playing the challenge, delivering of PBL, learning outcomes such as communication objectives.

Educational tips and helpful instructions to the teachers e.g. how to connect the activities with the rest of the activities outside the Minecraft world or how to approach evaluation and reflection of the gaming activity.

Later, activities were separated into the ones which are suitable before, while and after playing in the Minecraft world. The bank of activities contains discussions, writing (mostly notes), reflection and project suggestions.

TPM in Rotterdam

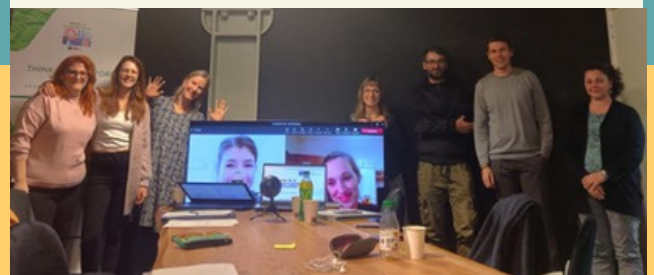
In the very pleasant surroundings of the Entrepot building the 2nd TPM took place.. Participation in the meeting was 'blended,, those who cannot be present participated via videoconference.



The main topics of discussion were project management, funding, dissemination and evaluation of the project activities carried out so far.

Eirini presented the lesson plan based on the use of the Minecraft game, and on the basis of this contribution and the previous evaluation of the project activities, further ideas for an even more effective use of the Minecraft game for teaching arose, such as the length of the lesson, different levels of difficulty and the possibility of introducing a competitive aspect in it. To help the partners understand the game better, ATTERMON presented a short demo from a previous project.

Finally, the tasks for the next period were divided and deadlines for implementation were set.



Facebook account

Even though we cannot use the word Minecraft, we finally found a way how to set up our FB account and prevent it from closing down. Instead of Minecraft, our followers will follow us to English:

<https://www.facebook.com/followmetoenglish>