

Project NEWSLETTER

English Language Teaching Adventures in Minecraft

January – June 2022 / Vol. 1

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.

We are currently successfully completing Result 1 of the Project, which encompasses elaboration of methods for delivering PBL through Minecraft and its specification for Minecraft environments.

An in-depth research on PBL teaching, implementation and educators' experience as well as the concept of Minecraft education in general was conducted in all partners' countries to assess the situation and conditions for efficient delivery of the Follow Me to Minecraft game and supporting materials.

Consequently, various situations of PBL challenges were designed and later also discussed thoroughly on the Transnational Project Meeting in Prague held on July 21 2022.



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Follow Me to MINECRAFT

English Language Teaching Adventures in Minecraft

NEW COMPETENCIES FOR TEACHERS:

- how to use PBL for teaching English
- how to develop critical thinking and problem solving to their students
- how to adapt their face-to-face teaching skills to a Massively Multiplayer Online (MMO) environment

what do we teach them?

NEW COMPETENCIES FOR STUDENTS:

- learning English in life-like situations in Minecraft world
- becoming better in cooperation, critical thinking and problem solving

FOR TEACHERS AND PARENTS:

- a set of methods for delivering PBL (Problem Based Learning) for ELT (English Language Teaching) through Minecraft
- an instructional material and guide (Parents' Guide & Teachers' Pack)

FOR TEACHERS, PARENTS AND STUDENTS:

- the Follow Me to Minecraft game and World
- Follow Me Foundry virtual space and resources
- possibility to acquire a certificate based on PBL achievements

what do we bring?

- AN UP-TO-DATE WAY TO LEARN ENGLISH EFFICIENTLY AND WITH FUN
- A WAY TO COMBINE DIGITAL AND PHYSICAL LEARNING SPACES

1 January 2022 → 31 December 2023

follow us on: www.followme2minecraft.eu

Follow Me to MINECRAFT

Further achievements

Project Poster and Infographics

Advertising our product efficiently and professionally is crucial. Thus, a poster in English promoting our work in a simple easily understood way was created including its language variations.

Also, infographics to support the Project visibility and dissemination were created.

TPM Meetings

On January 27, the Kick-off Meeting was held online due to persisting travel restrictions related to covid-19.

The 1st face-to-face TPM took place in Prague, on the premises of Channel Crossings on June 21. Increasing the CEFR level of English in the FmTM game was demanded and agreed upon. The working teams concerned will also carefully elaborate vocabulary and grammar to cover desired CEFR level.

Dissemination

The Project goals and product, as well as our collaboration within the Erasmus+ Programme is being promoted and disseminated. In May 2022, our partner Geo Milev Language School from Bulgaria, visited the European Parliament in Brussels where they pointed out the importance of innovative learning and teaching. They also presented our Project to their Erasmus+ partners and MEPs they had the opportunity to meet and discuss with. Moreover, the teachers of Geo Milev Language School were introduced the FmTM Project and PBL method to deliver modern classes.

In June 2022, the Project was also presented to wider public by Channel Crossings in Prague on a School Conference. The Project is also presented on FB pages and school or company websites.



Challenges

As we know that obstacles are there to make us grow stronger and even more persistent to pursue our goals. At the moment, we are facing problems with the Project FB page, which has been repeatedly closed down due to copyright issues which were misunderstood by the site provider. We are working on a quick solution.