

# A QUICK GUIDE TO

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# MINECRAFT FOR EDUCATION

## WHAT IS MINECRAFT EDUCATION?



Minecraft Education is a game-based platform that inspires creative and inclusive learning through play. Explore blocky worlds that unlock new ways to tackle any subject or challenge. Dive into subjects like reading, math, history, and coding with lessons and standardized curriculum designed for all types of learners. Or explore and build together in creative open worlds.

## CLASSROOM MODE

Classroom Mode is a companion app for Minecraft Education that shows:

- a high-level map view of the world
- a list of all the students
- the ability for a teacher to teleport students
- a chat window to communicate.

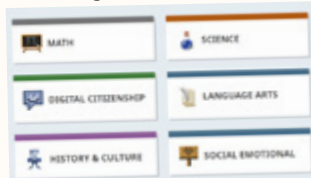
Classroom Mode for Minecraft supports toggles for various game options that affect the world such as pausing the game for all players and disabling the chat.



## PLAN LESSONS

Explore hundreds of lessons created by educators around the world, for students of all ages or create your own.

Educators and students can share worlds and lessons through Microsoft Teams, Google Classroom, and by email or a copy of a link



## RESOURCES

Adding a link to a resource is a great way to add an **assessment tool**, Flipgrid topic, Microsoft Forms quiz, or website to your world.

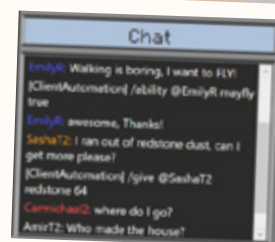
Adding a **resource link** creates a custom **button on the Pause menu** so players can access the resource at any time from within the world. The button opens the URL in the default browser.

Resource links can be **added from the Classroom menu** or when sharing a lesson from the in-game library.



## COMMUNICATE WITH STUDENTS

A teacher can type in both chat and slash commands into the Chat Bar at the bottom of the window to communicate and affect the world and their learning.



## NON-PLAYER CHARACTERS



An educator may create an NPC (Non-Player Character) such as a historical figure or person of importance.

This NPC can act as a guide for students in the game, giving instruction, providing more information, and allows educators to insert an active web link to additional references.

## ASSESSING LEARNING



Collect evidence of learning in the game, and being able to track student progression. The camera and portfolio features allows students to take screenshots of their work and document the development of their projects.

## ACCESSIBILITY FEATURES

Minecraft Education includes an Accessibility Menu in Settings for easy access to accessibility settings. To view the Accessibility Menu on Minecraft Education, select **Settings** from the main menu and the **Accessibility Menu** and options are displayed by default.

Some of the tools available to support students are text to speech and immersive reader.

