Background Information for Teachers

Directions:

1. The Minecraft game should be set in survival mode at the easiest possible difficulty with monsters turned off. Students will use a multi-player version of the game.

2. Disable tool/weapon making, if possible.

3. Students should be placed in teams of four and allowed to decide on a total of four iron tools for their team to use communally. They should also be given two furnaces and one crafting table so that they can refine their natural resources.
    a. This will give them the chance to decide who uses which tool, who gathers what resources, and how they allocate those resources during the building process. To emphasize the tool-selection process, it must be made clear that students are not allowed to craft their own tools.
    b. Iron tools have a low durability so they should break before students have had the chance to gather too many resources. This will prevent them from spending too much time gathering resources and misallocating time which could be spent planning and building their home.
    c. The optimal tool-selection would include two axes, a pickaxe, and a hoe or a shovel (shovels would be better for houses which use brick blocks; hoes would be better for creating a farm next to the house). This selection would be optimal for most homes because it allows players to gather a total of four stacks of logs and two stacks of cobblestone while allowing for optional farming/decoration supplies.

4. We suggest 25 minutes for gathering resources and 30 minutes for building.

5. If students are lost, in-game coordinates can be displayed by clicking "F3" on a PC or "Fn+F3" on a Mac. Teachers should learn how to use the coordinate system before starting the activity since getting lost could waste time and not contribute to the lesson.

If You Are New to Minecraft Education Edition

Learn How to Use Minecraft for Classroom Instruction:

https://education.microsoft.com/courses-and-resources/courses/my-minecraft-journey is an incredibly helpful site that provides instruction on how to use Minecraft as an educator. If you have never used Minecraft Education Edition before, take the time to review the information on the ten lesson tabs. Lessons 1-6 are particularly helpful with introductory information on how to run Minecraft in your classroom. Many of the tabs have videos at the bottom, such as this one which explains how to create a multiplayer game for both the entire class and small groups of students https://youtu.be/vthE4rBSzrc

If you would like to learn how to play Minecraft yourself, the following videos provide helpful instruction: https://www.youtube.com/watch?v=NAI5ZXY_tkk explains how to get resources, eat, and build a rudimentary house https://www.youtube.com/watch?v=BEH_fMgRNrc explains how to create tools

Note, a Microsoft 365 account is required in order for teachers to login to Minecraft Education Edition.