CHALLENGE

MINECRAFT

EDUCATION EDITION

MINECRAFT CHALLENGE TOOLKIT

HOW TO USE THIS TOOLKIT

WHAT IS A MINECRAFT CHALLENGE?

Challenges offer a great way to engage students and educators in creative projects, problem solving and celebrating the community. Adding an air of competition can be motivating, even if the program doesn't lead to winners and losers. Usually this involves posing a problem or question to students, and inviting them to design solutions: for example, build a futuristic car, design a sustainable version of your school or new park for your town, architect an energy-efficient home, or recreate a scene from history or local landmark.

Minecraft: Education Edition offers a creative design platform where students can tackle challenges individually or in teams, bringing their solutions to life in the 3D world of Minecraft.

WHAT IS THIS CHALLENGE TOOLKIT?

This is a how-to guide for running a Minecraft Challenge for students in your school, district or state. This framework should provide everything you need to get a Challenge off the ground, from sample materials to art assets.

WHO IS THIS TOOLKIT FOR?

A school, district, or state that owns Minecraft: Education Edition licenses for their student population and has provided Office 365 Education accounts to students.

WHY RUN A MINECRAFT CHALLENGE?

Challenges are a great way to celebrate learning with Minecraft: Education Edition. Many districts, states and even countries have run challenges with Minecraft that have resulted in measurable student engagement and learning. Challenges also present an opportunity for educators to use Minecraft to inspire students in subjects, local issues or history. Bring your community together and unleash student creativity!

JOIN US IN MAY 2019!

We are supporting customers around the world to run Minecraft 'Build a Better World' Challenges in May and June 2019, themed around designing a better future for the community.

We are inspired by social impact projects from our Global Minecraft Mentor community such as the 'Sustainable Development Shuffle', the Exeter 2025 Minecraft Challenge and Block by Block, which uses Minecraft as a platform for community engagement and urban planning. And we are excited to see how educators, schools and districts around the world engage in this Challenge!

We encourage you to run a Minecraft Challenge that invites students to imagine their future school:

USE MINECRAFT: EDUCATION EDITION TO REIMAGINE A SPACE IN YOUR SCHOOL 100 YEARS IN THE FUTURE. CHOOSE FROM THE FOLLOWING: LIBRARY, CLASSROOM, GYM, SCIENCE LAB, OR CAFETERIA.

HOW TO RUN A MINECRAFT CHALLENGE

## STEP 1. MAKE SURE YOUR MINECRAFT: EDUCATION EDITION LICENSES ARE DEPLOYED AND READY TO USE.

Minecraft: Education Edition can be downloaded on Windows Devices, iPad, and macOS. You can download directly at aka.ms/download or reach out to your IT department for assistance.

More information on software deployment and license assignment found at aka.ms/meedeployguide.

Students and educators can access Minecraft: Education Edition with their school district's Office 365 Education accounts. If a student or team of students is going to work on their submission outside of school, they can download to personal devices at aka.ms/download and log-in with their Office 365 Education account.

STEP 2. DECIDE WHO PARTICIPATES FROM YOUR SCHOOL COMMUNITY.

Students can choose to work as a team, or individually. The Minecraft 'Build a Better World' Challenge is appropriate for all ages and grades. Consider inviting teachers to run the Challenge in their classrooms, or as part of after-school programs or computer clubs.
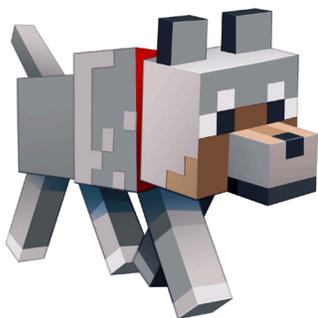
STEP 3. PLAN THE MINECRAFT CHALLENGE AND SET A TIMELINE.

Determine a point person or team from your district to manage the Challenge and be the point of contact for teachers.

Decide on a realistic timeline to run the Challenge. Here is a sample 8 to 10-week timeline:

- **Week 1:** Send invitation email with Challenge info to all schools/teachers by April 19
- **Week 3:** Launch challenge on May 1
- **Week 5:** Student submissions due May 31
- **Week 9:** Evaluates submissions and selects finalists or highlighted projects by June 15
- **Weeks 10+:** Student projects showcased in local event or via social media (optional)

For the Minecraft 'Build a Better World' Challenge in May 2019, we encourage you to use the following as a call-to-action to prompt students to participate and create projects:

SCHOOL OF THE FUTURE: Use Minecraft: Education Edition to reimagine a space in your school 100 years in the future. Choose from the following: library, classroom, gym, science lab, or cafeteria. Can you redesign the space to be more sustainable, inclusive or accessible? What needs to happen for your vision to become a reality? How will students engage in the space? Will they want to spend time there? How might you convince your teacher or principal to rebuild this space?

STEP 4. DECIDE ON SUBMISSION FORMAT, EVALUATION AND AWARDS.

Determine what format and intake method you will use for student project submissions. We have provided recommendations below, and some 'pro tips' to help you think through the process.

- Submissions must be created using Minecraft: Education Edition, and must be original and unique.
- Teams may not have more than four members. Only one submission per student/team.
- We recommend that if student work in teams, they plan the project together and split up responsibilities.
- See Resources for sample submission formats. Remember to follow your institution's privacy terms before posting any student work online.
- Evaluation of projects can be done in classrooms, by panel of judges or by 'crowdsourcing' and having students vote on one another's projects. This is up to the hosting institution.
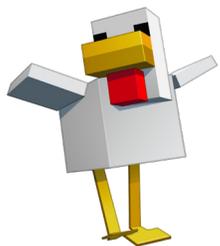
STEP 5. LAUNCH THE CHALLENGE AND INVITE PARTICIPANTS

Send an email to teachers in your district to encourage them to tell their students and participate in the Challenge. You can use the email template provided, which includes all details on the challenge and how to participate.

It is a good idea to appoint a few people to help facilitate the Challenge and answer questions (i.e. tech administrators, assistant principals).

We suggest posting flyers, providing classroom teachers with announcements to make to their students, making PA system announcements in the schools, or even running a school assembly to launch the Challenge!

STEP 6. AWARD PRIZES AND SHARE THE RESULTS.

We have provided a list of possible prizes below. These experiences and events are excellent ways to reinforce student learning, celebrate creative projects and provide awards for top work.

The Minecraft Education team would love to see the results of your Challenge! We encourage you to send an email or post on social media, tagging **@playcraftlearn #MinecraftEdu**.

RESOURCES

SAMPLE SUBMISSION FORMATS

There are multiple ways students can document their work in Minecraft: Education Edition. Depending on the curriculum requirements or teachers' comfort level with the platform, challenge submissions can be gathered digitally with in-game screenshots and the Book & Quill tool, through student presentations or writing projects, or through online forms. Here is what we recommend:

- **FlipGrid videos:** The district will have to ['Create a Grid'](#) on FlipGrid.com, and have students submit their work with your FlipCode. You will share this FlipCode on the Contest Overview sheet, under the Submission section. Submission Videos must be uploaded to FlipGrid and may not exceed 1 minute in length. Submissions must contain a voice over showcasing the build.
- **Short photo-essays:** 500-word writeup with screenshots from Minecraft: Education Edition.
- **Class presentations:** Take the class on a tour of your Minecraft build in a short in-person presentation either in multiplayer or by projecting on a screen.
- **Web form:** Create a web form and have students upload either screenshots or .mcworld files, ideally along with a short description of how they addressed the theme.

SAMPLE CRITERIA

Here is a set of sample criteria below. Other school and districts have created rubrics and enlisted the help of teachers to evaluate student submissions.

USE OF THEME:
Does the submission address the theme in a meaningful and relevant way?
Is the theme information presented clearly and accurately?
Is there an emphasis on positive social or environmental impact?

ORIGINALITY:
Is the concept in the submission creative, especially as compared with other submissions and student projects?
Does it solve a real-world problem?

COLLABORATION:
Did students share the workload? Did they split up roles and responsibilities?
Did the team communicate well and mediate problems?
How well did the student or team communicate their solution?

If you want to run the Challenge as a juried competition, we recommend ensuring each submission is evaluated at least twice using a set of scoring criteria.

SAMPLE PRIZES & SHOWCASE EVENTS

There are several ideas for awarding student achievement or showcasing student work in the Minecraft Challenge:

- **Skype with the Minecraft team.** A small number of districts that reach out to us by May 1st will be given the opportunity to setup a video call with members of the Minecraft team as a prize option. See contact info on page 5.
- **Showcase student projects on Minecraft Education website.** Contact us with the winning submissions for the chance to have your school's Challenge finalists featured on the Minecraft Education website.
- **Host an event in your school or district** where the winners are presented at an assembly, art show or project showcase. Invite local government, planners, families and community members.
- **Meet a professional** urban planner, designer or environmental advocate
- **Field trip** (for example, to a place where sustainability plays a major role such as a recycling plant, architecture firm or public park)
- **Online gallery** on the school's website

SAMPLE ASSETS

We have provided some materials you can use to promote the Minecraft Challenge in your school, district or state:

- Minecraft Challenge logo
- Minecraft trophy artwork
- Pull-up retractable banner

CONTACT

If you need support on deployment or management of your Minecraft Challenge, please contact:

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