

DESIGNING GAME BASED CURRICULUM IN MINECRAFT



PLAY THE GAME

Minecraft is so Immersive, so engaging, and has so much potential. The only way to truly harness it is to

TEST THE GAME! TAME THE GAME!

WHO! WHAT! WHY?

What are your Students Into?
Survival?
Mini-Games?
PVP?
Creative?

KNOW YOUR AUDIENCE, WHAT YOU WANT TO ACHIEVE AND WHY?

WHY? ENGAGEMENT BEHAVIOR SKILLS

COLLABORATE

ASK AN EXPERT FOR HELP

Don't worry, there are plenty of Minecraft Experts out there. Try following #Minecraft and #MinecraftEdu on Twitter.

BUILD TOGETHER

Building is time consuming, especially if you're looking to make an IMPACT and really ENGAGE your Students.

PLAN LEARN PLAN

PLAN IT LIKE A PRO

Mistakes will happen, but don't sweat it. That's learning.

PLAN THE LESSON
PLAN THE CHARACTERS
PLAN THE BUILD
PLAN THE ASSESSMENT

PLAN THE FUN!

MAKE IT FUN

AND STUDENTS WILL

BE HIGHLY ENGAGED
LEARN ACTIVELY
RETAIN MORE
BE EXCITED TO SHARE

TRY GAMING IT UP With:

Quests- Add NPCs
PVP -Battles
Puzzles and Challenges
Mini-Games
Rewards

"Nothing is worse for a Student than to have all the fun sucked out of their favorite game."

ASSESS

THERE'S PLENTY of DATA

If you've designed it right, you will have access to many data points.

- In Game XP
- Collected Items
- Quest Completion
- Reflection Journals
- Skills Build
- Working Redstone
- Command Block Scoreboards

REFINE and REPEAT