MINECRAFT

EDUCATION EDITION
SKILL BUILDER

CHOOSE YOUR WORLD, CRAFT YOUR SKILLS

iamprogrez.
Building the workforce of the future

The case "Create the reason to play"

- Turn ME into a learning tool instead of a game
- Fulfill the need of the Schools to embed ME in their lessons
- Work together with partners (museums, NGO's etc) to create high quality content.
- Register the progress of the students and monitor the learning goals
- Personalize the student results.
- Offer the all-in-one Education solution that gives schools the reason to play ME
- Existing ME worlds can be transformed to fit in the Skill Builder.
- No need to change anything in the ME software
- Single sign on and works within Teams (measurements runs on Azure)

1

Positie: 169, 9, -43

...ng tonen

2

Gefeliciteerd!

Gefeliciteerd!

Goed gedaan!

Je hebt Zeezicht beschermd tegen het water!

Klik op de knop om jou certificaat te ontvangen. Hierop kun je zien welke keuzes je hebt gemaakt en wat je hebt geleerd.

Certificaat

1. Play
2. Complete
3. Score
4. Profile

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CHALLENGE ALREADY COMPLETED ON 6/14/21, 4:01 PM!

WIND ENERGY SINGLE PLAYER

Congratulations! Because you have invested in wind energy, the effect on the climate has decreased and the sea level has risen less quickly. The village has been saved! However, deploying wind turbines has cost a lot of money and some villagers regret that their view has deteriorated. This shows you that each solution has its pros and cons.

DYNAMICS

The challenge consisted of the following dynamics:

Determine what resources you need

Research

Work on schedule

Build an object

Trade with a NPC

LEARNING OBJECTIVES

This challenge fits the following learning objectives:

Sustainability and Energy

Climate change

Wind energy

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1. Communication — 8
2. Creative thinking — 5
3. Critical thinking — 24
4. Problem solving — 21
5. Collaboration — 11
6. Social and Cultural skills — 5
7. Self-regulation — 19
8. Digital literacy — 8

Digital literacy — Communication — Creative thinking — Critical thinking — Problem solving — Collaboration — Social and Cultural skills — Self-regulation
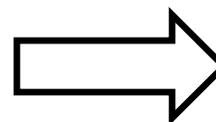
Transforming Minecraft for education lessons into 21ˢᵗ century skills and learning objectives.

iamprogrez game skill builder

21ˢᵗ century skills + learning objectives

Skills initiative

- To match the Microsoft skills initiative, we can create worlds, focused on learning digital skills alongside other 21st century skills.

- We can attach our skill builder to existing worlds, focused on training digital skills.

- Our 21st century skill model can be localized to match other (soft)skill frameworks.

Minecraft Education Skill Builder Worlds

- Rising Sea level (see demo)
- Rijksmuseum Amsterdam
- VVN (Veilig Verkeer Nederland)
- Uppakra Museum Sweden

Compatibility

- Our own created worlds

- Connection with existing worlds

- Ready for multiple languages

- Can be localized with learning objectives and/or other skills frameworks

Connectivity

Available options:

- Distribute/assign Minecraft lessons with Teams

- Connect with student tracking systems