

Advanced Applications of Minecraft in the Classroom

Presented by Anthony McDonald, This course is FREE with Online Subscription



Collaboratively guiding educators towards advanced integration of Minecraft into pedagogy

Format: Online - Individual

Audience: This product is for all teachers in all disciplines

Description

Advanced Applications of Minecraft is the next step to create and build in Minecraft Education Edition and Pocket Edition. Expert educational guidance is given to help you with your conceptual ideas on builds which deal with different subject matter as well as guidance towards you exploring and developing your own diversified resources.

Additional notes about this format

Due to the nature of the course subject, participants working at their own pace, through online support, is advised.

Occurrences

There are no occurrences of this format in Australia (ACT) at this time.

Sessions

Module 1 - Getting Started on design

1 hour

- This module is designed as a reminder/bridging module that refreshes the participants' memory of Minecraft software
- Participants are given an example template that they can use to design a lesson plan that uses Minecraft for a specific purpose
- This will also provide participants with a chance to practice their skills alongside thinking about their own discipline

Module 2 - Advanced Redstone and its applications

1 hour

- Participants are introduced to the more complex Redstone items that are present in the game and some select advanced mechanisms that can be created
- Participants are invited to explore these items and create a mechanism of their own, reflecting on how they can apply this to their teaching
- Participants can then go off and explore applications to other TTA STEM areas.

Module 3 - Challenge maps and Quests

1 hour

- Participants will be given the opportunity to download and play through a challenge or quest map that highlights some of the linear storytelling capabilities of Minecraft.
- Participants will be tasked with creating their own, short, map
- Participants will be encouraged to participate in discussions and reflections on the use of this particular application of Minecraft

Module 4 - Using Minecraft for Assessing Syllabus Outcomes

1 hour

- Participants will explore the use of Minecraft as an assessment facilitation tool with links to example syllabus documents
- Participants are given an example template that they can use to design their own assessment task that uses Minecraft

Module 5 - Setting up group builds

1 hour

- Participants are introduced to the requirements of setting up a Minecraft server and facilitating a whole-classroom server session
- Participants will be encouraged to develop a set of rules or 'server etiquette' that they can use with their class to teach digital citizenship

Module 6 - Flipped Classrooms and Self-Directed Student Activities

1 hour

- Participants are introduced to further ideas around 21st Century Learning Practice and, in particular, the notion of 'flipped classrooms'
- Participants are given an example template to design a student construction project, using Minecraft, that can either be completed in groups or individually.

About the team



Anthony McDonald

Creator

I have been a High School teacher for the last 10 years, specialising in English and HSIE as well as integrating computers and technology into the classroom in new and innovative ways. I am interested in utilising new knowledge and techniques that maximise student engagement and expands student skills for an ever growing and complex world.



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Creator

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Product: **Advanced Applications of Minecraft in the Classroom**

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