

Beginner's Guide to Minecraft in the Classroom

Presented by Anthony McDonald



Introducing Minecraft to curious educators and guiding them through the initial stages of planned integration into pedagogy.

Format: Online

Audience: This product is for all teachers in all disciplines

Description

This course has been designed to introduce you to Minecraft and the various ways in which it can be implemented into an educational space. 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

Teaching Standards

2.6.2 Proficient Level - Information and Communication Technology (ICT)

3.4.2 Proficient Level - Select and use resources

4.5.2 Proficient Level - Use ICT safely, responsibly and ethically

6.3.2 Proficient Level - Engage with colleagues and improve practice

Are you in NSW? If so, this is relevant for you



Teacher Training Australia is endorsed to provide NESA Registered Professional Development for teachers accredited at Proficient and Lead Level

Completing this course will contribute 6 hours of NESA Registered PD addressing 2.6.2, 3.4.2, 4.5.2 & 6.3.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

Occurrences

Start Date	Location	Price
31/08/2019	Online	\$269 + GST

Sessions

Module 1 - What is Minecraft?

1 hour

- This module is designed to acquaint educators with what Minecraft actually is, its history and the various versions that they have access to.
- Participants will be asked to share their current experiences with Minecraft and how they came to be aware of the software.

Module 2 - How do I 'play' Minecraft?

1 hour

- Participants are given a range of activities that will guide them through the functions of the game and allow them to begin building Minecraft construction skills
- Participants will be tasked with completing a number of set activities in order to help develop their skills within the game

Module 3 - Getting those skills

1 hour

- Participants will be provided examples of support software that can be used to help facilitate the use of Minecraft in a classroom including presentation software and online support
- Participants will be tasked with filming/creating a tutorial for their students explaining an aspect of the game

Module 4 - Planning your first classroom experience

2 hours

- Participants will explore the use of Minecraft as a tool in the classroom and how to facilitate its use with students
- Participants will be tasked with the creation of a lesson plan/s that involve the integration and utilisation of Minecraft

Module 5 - Where to next?

1 hour

- Participants are exposed to areas of further exploration through Minecraft
- Participants will be asked to choose from a set number of tasks that will require them to explore the use of Minecraft through further, diverse means

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.



Enrol now to secure your spot

Limited spots are available. Please enrol online or fax your enrolment to 1300 667 691 to secure your spot.

Please note, by submitting this enrolment form you are confirming that you have been given financial approval by your employer to attend this course. Cancellation advice should be given in writing 7 days before the commencement of this course.

Product: Beginner's Guide to Minecraft in the Classroom

Occurrence Date:

Your Name:

Your email address:

Employer name:

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Enrol online at <http://tta.edu.au>