



EUROPEAN TEACHERS ACADEMY

Course title:	Minecraft for learning
Course description:	<p>Minecraft is the most successful videogame in this century, engaging kids in hours of passionate gameplay. It has been described as the digital LEGO of our times. What if this huge interest and commitment could be used also for learning and education?</p> <p>This training course will teach you to design learning environments inside the Minecraft game (Java Edition) and to create playful learning experiences inside the game. Moreover, you will also be able to show your students how they can improve their gaming experience with Minecraft at home, building a bridge between learning at school and playing at home.</p> <p>You will learn to create and manage your own game server, to install new features in the game, and how the game itself can be used to teach and learn many different subjects.</p>
Competences acquired by participants:	<p>These are the objectives of the training course:</p> <ul style="list-style-type: none"> • learn to create 3D models and build your game-worlds as you prefer • learn to create in-game automatic non playing characters (NPCs) to give lessons, ask quizzes and give prize items to players for correct answers • learn how to use automatic robot-turtles and give them instructions through coding, to build whatever you like • create and manage your own game server to host your worlds • understand the basic principles of (video) game-based learning • debating computational thinking: what we mean with it and how to improve it • applying non formal learning to videogame-based learning
Target groups:	Teachers from last years of primary schools (kids aged 8+) and middle school (kids aged 11 to 13).

Daily programme:	<p>The programme will be developed around the use of Minecraft as an active learning tool. A balanced agenda including active methodology, presentations and working group will be offered. Topics of the course will include:</p> <p style="text-align: center;">3D modelling and CAD for world building NPCs, tasks, storytelling etc computational thinking in-game coding applied to turtle-robots apply coding to “normal” school lessons</p> <p>Working groups topics will cover:</p> <p style="text-align: center;">create a Minecraft world for teaching history / art create a Minecraft world for teaching maths / geometry create a Minecraft world for science, coding and automation</p>
Will participants receive a ready set of teaching materials / course methodology for future implementation in their school?	YES - pdf guides and digital materials to improve the activities will be provided
Dates in 2021:	27 June-3 July.
Location:	Kraków, Poland
Social programme:	The social programme activities are included within your course fees!



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