

# Minecraft In The Classroom

Build Science scenarios and access the Chemistry labs.

Go on a 'dig' and make inferences and hypothesis.

work together and build learning and interactive tours!

Create and tell an interactive story!



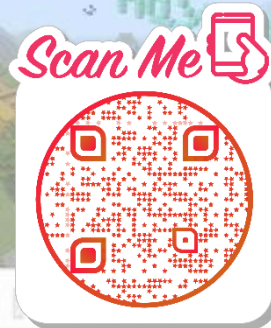
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[mimi.link/vendi55](https://mimi.link/vendi55)

Explore Math Concepts Like Probability and Odds!

Build Historical Buildings and turn them into an interactive museum.



## Presentation Line Up

- Why I Use Minecraft as a Tool
- Examples of How I Use Minecraft In The Classroom
- Other Useful Apps
- Resources
- What Education/Research Is Saying
- What Students Are Saying
- Wrap Up



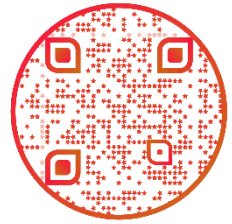
# Minecraft In The Classroom

## My Inspiration

wendi55



Scan Me



PIGGOLLAG

# Minecraft In The Math Classroom

## My Journey



Explore Math Concepts Like Probability and Odds

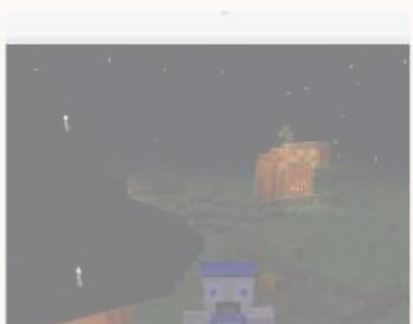
Build Historical Buildings and turn them into an interactive museum.



Build Science spaces and access the Chem



Code with the Agent!



together and build interactive tours!



Dig on a dig' and and h



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# Papert's constructionism theory

## key ideas:

- **constructionism** comes out of Piaget's **constructivist** view of development
- learning happens through **making**
- making helps kids connect **concrete** & **formal** operations



and tell an interactive story!



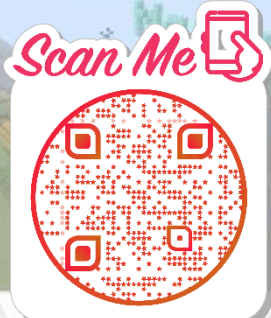
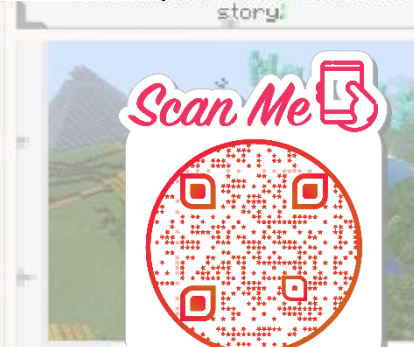
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## Universal Design for Learning

### Recognition Networks

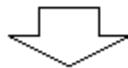
The "what" of learning



How we gather facts and categorize what we see, hear, and read. Identifying letters, words, or an author's style are recognition tasks.



Present information and content in different ways



**Principle #1:**  
Provide Multiple Means of Representation

### Strategic Networks

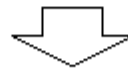
The "how" of learning



Planning and performing tasks. How we organize and express our ideas. Writing an essay or solving a math problem are strategic tasks.



Differentiate the ways that students can express what they know



**Principle #2:**  
Provide Multiple Means of Action and Expression

### Affective Networks

The "why" of learning



How learners get engaged and stay motivated. How they are challenged, excited, or interested. These are affective dimensions.



Stimulate interest and motivation for learning



**Principle #3:**  
Provide Multiple Means of Engagement



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and interactive tours!



Create and tell an interactive  
story!

# The Seven Cs – 21<sup>st</sup> Century Lifelong Skills



## Seven Cs

### Critical Thinking-and-Doing

## Component Skills

Problem-solving, Research, Analysis, Project Management, etc.

### Creativity

New Knowledge Creation, "Best Fit" Design Solutions, Artful Storytelling, etc.

### Collaboration

Cooperation, Compromise, Consensus, Community-building, etc.

### Cross-cultural Understanding

Across Diverse Ethnic, Knowledge and Organizational Cultures

### Communication

Crafting Messages and Using Media Effectively

### Computing / ICT Literacy

Effective Use of Electronic Information and Knowledge Tools

### Career & Learning Self-reliance

Managing Change, Lifelong Learning and Career Redefinition

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# GAMIFICATION



Introducing game-like elements into traditionally non-gaming contexts to make them more fun and engaging.

*e.g. Using points, leaderboards, competition and reward systems such as badges & stickers.*

# VS

# GAME BASED LEARNING



Using games to achieve a defined set of learning outcomes.

*e.g. Using Minecraft to encourage creative writing or using lap times in Mario Kart to practice mean, mode & median.*

[teachwithict.com/gamification](http://teachwithict.com/gamification)



Explore Math Concepts Like Probability and Odds

Build Historical Buildings and turn them into an interactive museum.







Build Science scenarios and access the Chemistry labs.



Code with the Agent!



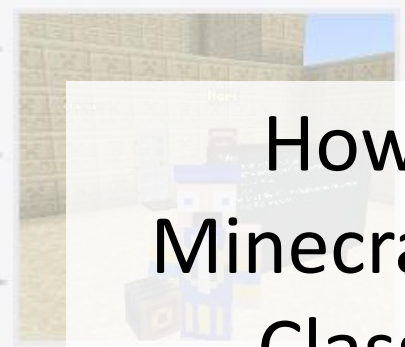
Have Epic Build Battles



Can work together and build amazing and interactive tours!



Go on a 'dig' and make inferences and hypothesis.



Provide ways students can show understanding of any subject.

# How I Use Minecraft In The Classroom



Do projects that solve problems and explore the UN SDGs.



Create and tell an interactive story.



Explore Math Concepts Like Probability and Odds!



Build Historical Buildings and turn them into an interactive museum.



Explore Math Concepts Like Probability and Odds!

# How I Use Minecraft In Social Build Civilizations

Build Science scenes and access the Chemistry labs.



Go on a 'dig' and make inferences and hypothesis.



Code with the agent.



Build Civilizations

Can work together and build amazing and interactive tours!



Create and tell an interactive story.

Explore Math Concepts Like Probability and Odds!

Build Historical Buildings and turn them into an interactive museum.



# How I Use Minecraft In The Math Amusement Park

Build Science scenes and access the Chemistry labs.

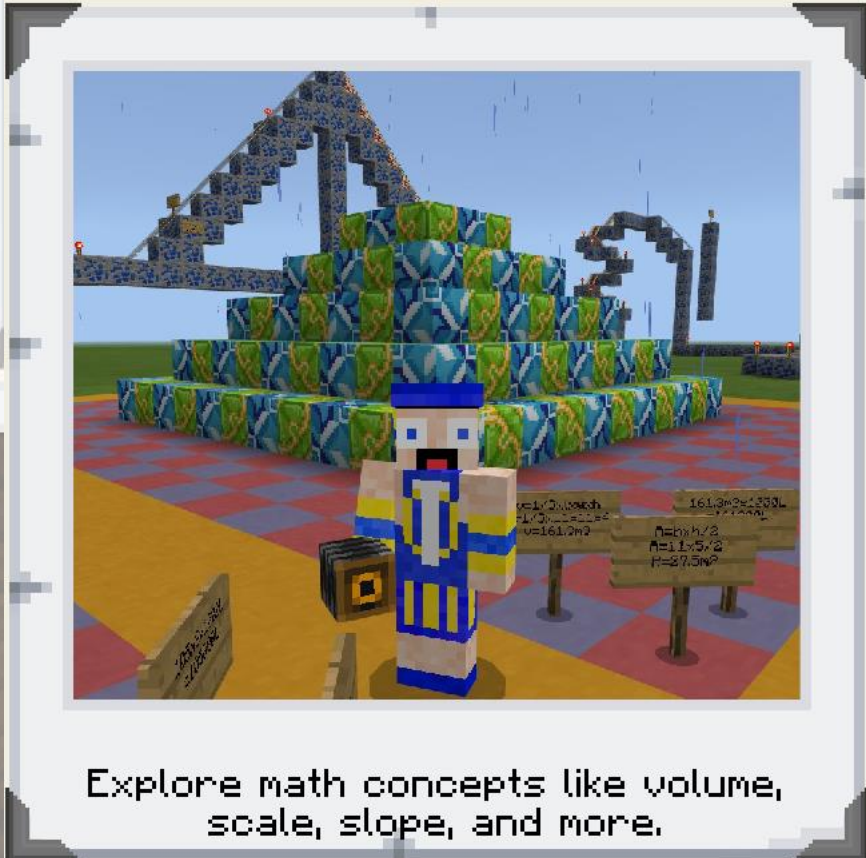


Go on a 'dig' and make inferences and hypothesis.



Explore Math Concepts Like Probability and Odds

Explore Math Concepts Like Probability and Odds



Explore math concepts like volume, scale, slope, and more.

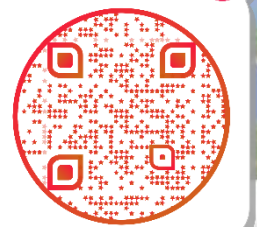
Build Historical Buildings and turn them into an interactive museum.

Can work together and build amazing and interactive tours!



Create and tell an interactive story!

Scan Me



# How I Use Minecraft In Other Subjects



Build Science labs and access the Chemistry labs.



Code with the Agent!



Have Epic Build Battles



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Provide ways students can show understanding of any subject.



Do projects that solve problems and explore the UN SDGs.



Create and tell an interactive story!



Explore Math Concepts Like Probability and Odds



Explore Math Concepts Like Probability and Odds



Build Historical Buildings and turn them into an interactive museum.



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# eSports



Build Science scenarios and access the Chemistry labs.



Code with the Agent!



Build Battles



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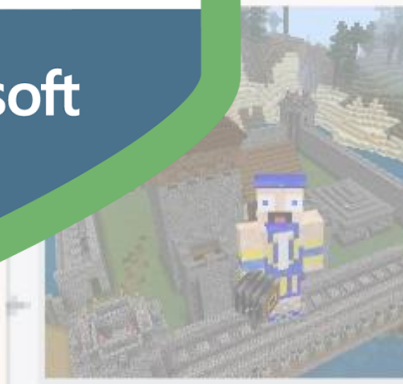
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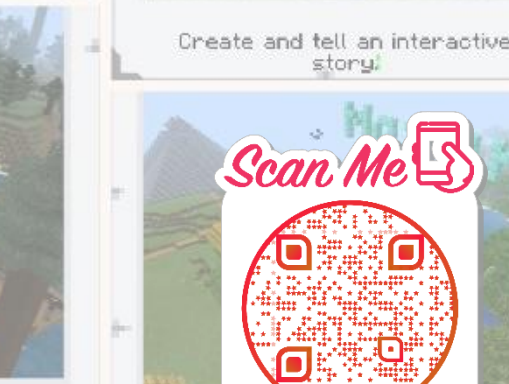
What solve problems are the UN SDGs.



Create and tell an interactive story!



Build Historical Buildings and turn them into an interactive museum.



**MINECRAFT**  
EDUCATION EDITION

ESPORTS LEADER

Microsoft

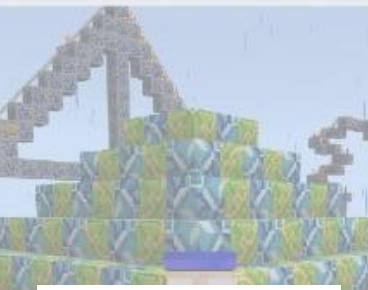


# Ambassador Program

Build Science scenarios and the Chemistry labs.



Go on a 'dig' and make inferences and hypothesis.



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Explore Math Concepts Like Probability and Odds

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**Vendramin, Dean**

has successfully completed

**Minecraft Student Ambassador program**

March 22, 2022 • 4 hr 26 min

*Satya N.*  
Satya Narayana Nadella



# Apps To Use With Minecraft Edu

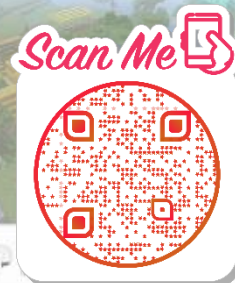


# Flipgrid

# wakelet



# Forms



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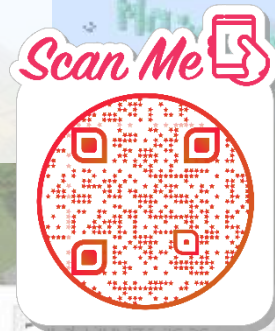
# Resources

<https://education.minecraft.net>

[Minecraft: Education Edition: Teacher Academy - Training | Microsoft Learn](https://learn.logicsacademy.com/p/minecraft-education-edition-lesson-library)

<https://learn.logicsacademy.com/p/minecraft-education-edition-lesson-library>

<http://www.bbtnb.com/minecrafteu.html>



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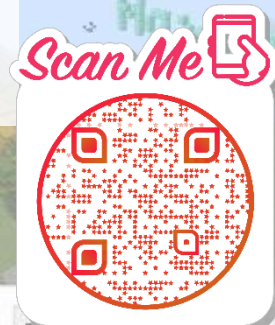
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# Testimonials

## Work Place Math 20 (16-17 year olds)

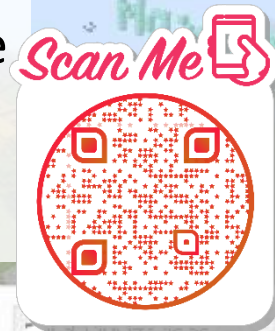
- Use Minecraft because it allows students to be more creative. Santana A
- Helps visualize math concepts. Ashley S / Taylor C
- Like to work collaboratively and share the work. Taylor E



# Testimonials

## Math 9 (13-14 Year olds)

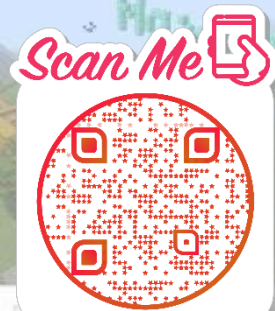
- ❑ Helps one visual the math and enjoy learning. Like when teachers join our worlds to play and check out our work. Krisel M
- ❑ I'd like to see teachers use Minecraft more. Allows for an interactive sense of learning rather than just copy notes. Jaiden H.
- ❑ Play a bit yourself and have a general idea of how to use it, but don't have to know everything. Emily W
- ❑ Minecraft is good for the classroom because it can be used to understand math concepts such as surface area, symmetry. Also good for doing in class projects and give students a better understanding and see the big picture. Joseph D



# Testimonials

## Social 9 (13-14 Year olds)

- ❑ My chance to shine. Xander N
- ❑ Made social fun. Isreal O
- ❑ This was the most I've been engaged in a school project. Blaine T

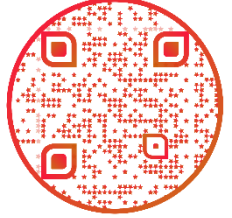


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# Thank You!



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