



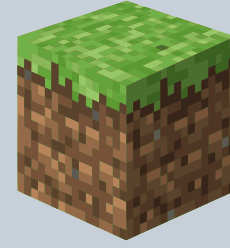
MINECRAFT

EDUCATION EDITION

An Introduction to Minecraft for... **Whānau**

What is Minecraft Education Edition?

Minecraft = **Mine** existing items + **craft** new ones. A game-based learning platform that promotes creativity, collaboration, and problem-solving in an immersive digital environment. It offers educators a transformative way to engage students and ignite their passion for learning! The only limit is the students imagination.



Why Use Minecraft in Schools?

Digital Technology

The NZ Curriculum has recently revised the Technology area to include Digital Technologies. Minecraft is a great way to develop these skills.

Real Learning Outcomes

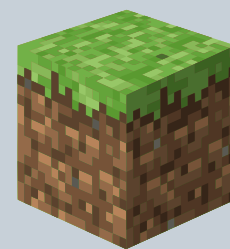
Can be used across a range of subjects, from history and chemistry to sustainability and languages. You can map lessons directly to specific learning outcomes and curriculum objectives. It engages students in an authentic way.

Build 21st Century Skills

Helps prepare students for the future workplace, building skills like collaboration, communication, critical thinking and systems thinking. The open learning environment gives students the freedom to experiment, encouraging creative self-expression and problem solving.

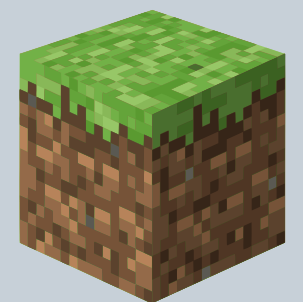
Tuākana Tēina

Many students are experts in gamification and can now utilise these skills in a classroom setting to assist others. This allows leadership opportunities to some students who otherwise may not have had this chance.



Differences between... Minecraft & Minecraft:EE

- Some gamification features have been removed
- Creativity and collaboration have been added
- It's not about winning or losing
- Teachers have strict control over settings



Want to know more?

[What is Minecraft](#)

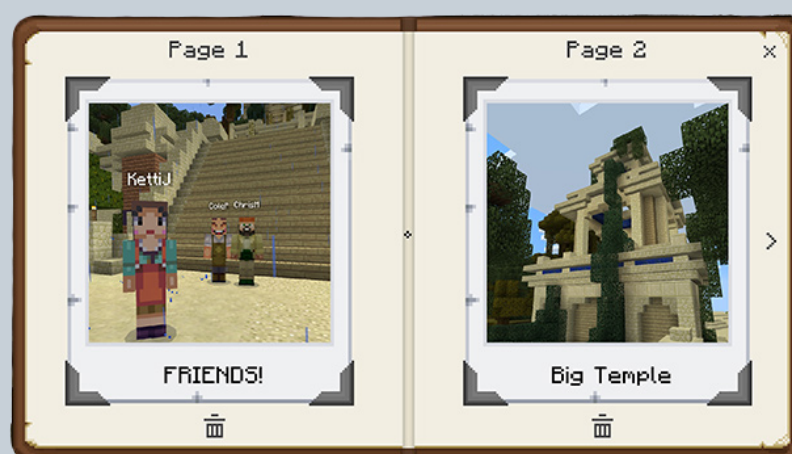
[Why Use it in
Classrooms](#)

[What can it look like in
the Classroom](#)

[Building Creativity](#)

What can students do in Minecraft: EE?

- Document their work and share in class
- Personalise the game to reflect their culture
- Effectively communicate learning outcomes in-game
- Play in a secure environment alongside their classroom community
- Collaborate on projects with classmates



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