Minecraft Education Eligibility Requirements

Eligibility Requirements

Minecraft Program

Description: Minecraft Education is a game-based platform that inspires creative, comprehensive learning through play. Explore blocky worlds that unlock new ways to teach and learn any subject or challenge. Minecraft engages students in instruction in all subjects (math, chemistry, English, science, history, reading, coding – any subject!) in differentiated modalities. Minecraft is even being written into IEPs! Minecraft Education creates an opportunity for a dynamic partnership between teacher and learner and engages all learners, particularly students who are marginalized, under-performing, and not engaged in the classroom. Anyone can teach and learn with Minecraft Education!

Club or class: CLASS

Grades: K-12
Minecraft can be used at any grade level to support and enhance instruction and learning. Interested schools/districts should consider launching Minecraft in one or two classes to start.

Recommended grade-level use:
- Kindergarten – 1st grade: touch screen
- 2nd grade and up: device with a mouse
- 6-12: keystrokes (keyboard)

Resources needed: To successfully launch a Minecraft class, these are the minimum resources needed:
- Teachers: At least one with interest! Instructors must have these qualifications and skills:
  - Strong desire and willingness to invest time to learn and experience Minecraft. Minecraft can be learned! You do not need to be a gamer or a Minecraft expert to use this effectively in the classroom (you will learn from your students – and that's a good thing)!
  - Training/learning path will be provided for mentees to develop their skills in the program, mentees must be willing to attend all trainings.
  - The mentor will help facilitate connections for mentees with other teachers using Minecraft already.
- Equipment:
  - Must be a Microsoft Office 365 district/charter with Minecraft licenses included for instructors and learners.
  - Computers:
    - Can be used on iPads, Chromebooks and windows devices. Note: Windows devices provide the best experience for students.
    - Instructors must have access to a second device in order to host Minecraft worlds and provide instruction on one device (when Minecraft is launched, nothing else can be done on that computer).
  - Students cannot share devices, each student must have access to a device.
  - Lab environments can be used, not required.

- Need a stable internet connection.
  - Hotspots
  - Broadband
  - No dead zones from providers
- High level interest and buy-in from the administration, district, and community.
- A supportive administration and a district willing to invest time and money.

Success Determinants:
- Motivated instructor to implement in the classroom and be an ambassador for this program on their campus, in the district.
- Completion of training (approx. 3-5 hours) and fully committed partnership with mentor.
- High level interest and buy-in from the administration, district, and community.
- A supportive administration and a district willing to invest time and money.

The Minecraft Education mentor will provide guidance in talking to administration, district and/or parents/guardians about the use of Minecraft Education in the classroom.

The mentor will provide resources to support implementation and sustainability of the Minecraft Education program.