

Minecraft Education Edition

- **Advanced: Synthesis&Evaluation**
- **Teaching preparation / Teaching / Assessment**

TYPE OF THE ACTIVITY	Game
DURATION	Three hours for the whole program. Each module requires 45 min approximately.
TEACHING AID	Computer, internet connection and the Minecraft game.
SUMMARY	The three modules of Minecraft Education: Teacher Academy focus on using Minecraft Education as a teaching and learning tool to support strong pedagogical practices in the learning environment. The modules are presented in three levels intended for beginner, intermediate and advanced users.
TEACHING PRACTICE (STEP BY STEP)	<ul style="list-style-type: none"> - Attend the Minecraft Teacher Academy to learn how to use Minecraft for teaching programming. - Familiarize students with Minecraft and the basics of programming within the game. - Teach programming concepts such as Variables, Loops, Conditionals, and Functions using Minecraft. - Use Minecraft's fun and engaging gameplay to capture students' attention and help them retain information. - Encourage girls to use their imagination to create their own programs and solve problems within the game. - Help close the gender gap in STEM by inspiring the next generation of female coders.
SOURCE	https://learn.microsoft.com/es-es/training/paths/minecraft-teacher-academy/