

Parent Update

Minecraft Architecture and Redstone Circuit Session 1

Today your child was introduced to games-based learning through Minecraft, a 3D, 'First-Person' adventure game. After a quick tour, students learned how to control their character, navigate the 3D world and build things. Basic 'Mining', 'Crafting' and 'Creativity' skills were learned.

Children worked together to achieve multiple objectives while following a narrative which led them through progressively more challenging tasks.

Educational Skills Reinforced	Technological Skills Reinforced
<ul style="list-style-type: none"> • Collaboration • Communication • Teamwork • Leadership • Design and Conceptual Thinking 	<ul style="list-style-type: none"> • Mouse Skills: Click, click & drag, double-click • Keyboarding Skills: Type text • Open and close software • Play Minecraft

Technology Words:

Networking	A method of connecting several computers together to share data.
Software	a program that tells the computer what to do
Menu bar	a region of the screen (usually at the top) where drop-down menus of common functions are displayed, such as File, Edit and Help menus
Tool bar	a region of the screen (usually beneath the Menu bar or on the side) where icons or buttons are displayed representing individual tools
Icon	a graphical symbol (usually a picture) representing each tool
Animation	the rapid display of a series of images in order to create the illusion of movement

Parent Activity Suggestions:

- Ask your child to explain what he/she learned about Minecraft and he/she created today.
- Play Minecraft with your child.
- Visit www.minecraft.net/wiki with your child.
- Put together a "survival kit" filled with items you can take with you in case of an emergency. Have your child share what he learned about the basic survival needs.

preparing children for the future