



DESCRIPTION

Minecraft: Education Edition is a game-based learning platform with standards-aligned content across K-12 subjects and special features designed for classroom use. Minecraft: EE is a game-based learning platform that offers educators a transformative way to engage students using the Minecraft platform, and ignite their passion for learning including code building and other add-ons.

There are special features for educators such as easy tutorials, classroom management tools, secure sign-in, classroom collaboration and tons of sample lessons, plus a global network of mentors and tech support.

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

Minecraft is already supporting thousands of educators in over 100 countries so there are plenty of resources to build on in your world as listed in the resource section below.

NOTE: *Education Edition differs from the full Minecraft game and should be installed on the students device in place of the full version as there are more controls and educational features baked into the Minecraft:EE build. Further to this the EE version of Minecraft does not support mods.*

STUDENTS

Students are added into the worlds that are created by the educator and given specific tasks or outcomes within the world.

The student use is completely under the control of the teacher who sets up the world in the first place and the class lessons should be well constructed and thought out before inviting students to play. Please thoroughly read the FAQ and go over the student class notes below before you go too far down this path.

NOTE: **There is a limit of 30 students per world in this edition.**

RISK CONSIDERATIONS

Minecraft: Education Edition is considered a high-risk application for two reasons. Firstly, the data and processing is completed outside of Australia although still within Microsoft data centres. Secondly, the actions that students take within the worlds are not curated or actively monitored by anyone except the staff member who controls the world and can only be acted upon by this staff member. No one else is watching the students or curating anything that is created, spoken about or actively completed in ANY worlds.

This opens up the door for malicious use (trolling) of other students in the world which may be counterproductive in a classroom environment.

Any licencing of students should be very carefully considered as they can create their own worlds and use this product away from the school environment very easily.

SCHOOL RESPONSIBILITY

Creating worlds at a school and inviting students into them within the school environment means the school takes on responsibility for ensuring the users of this service within their site are trained appropriately, the service is used within standard Department policies and any actions are appropriately monitored.

LINKS

Minecraft FAQ: <https://minecrafteducation.zendesk.com/hc/en-us/categories/360000125927-Knowledge-Base>