



# Level Up: Winnipeg

A Schools Reinventing Cities Project

Minecraft Education

**Educator GUIDE**

**2023**

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# LEVEL UP: WINNIPEG Minecraft Challenge

School divisions in the Winnipeg area have partnered with Microsoft and The City of Winnipeg to bring an authentic real-world design challenge to interested Winnipeg students.

The challenge incorporates:

- understanding of The City of Winnipeg’s Downtown Recovery Strategy
- interdisciplinary knowledge from a variety of subject matter experts with curricular connections
- opportunities to further understand Indigenous ways of knowing
- interactions within the downtown community including key landmarks and structures
- authentic opportunity to design and build innovative solutions in response to the provocation

## OVERVIEW

The purpose of the design challenge is to engage students in an authentic learning task that is embedded in a custom-built Minecraft world of downtown Winnipeg. The challenge itself was designed in collaboration with the City of Winnipeg, local school divisions and Microsoft and is aimed at inviting students to be actively involved in the future developments of downtown Winnipeg.

Once the challenge is officially open for submissions from April 10<sup>th</sup> – May 23<sup>rd</sup>, 2023, teachers will be able to work through the challenge with their students in flexible ways that promote inquiry learning and collaboration. The challenge includes a design provocation, interdisciplinary resources, and access to real-world experts in-game. Submissions for consideration by a panel of City of Winnipeg experts will be vetted through your school’s Minecraft Design Challenge designate.

## DESIGN PROVOCATION

***How can we envision a connected, equitable and sustainable downtown that moves Winnipeg forward without leaving anyone behind?***

Areas to consider:

Urban Development

Transportation

Sustainability

Equity

Belonging

Food Security

Water

Environment

Urban Sprawl/Gentrification

Community Members (residents, visitors, workforce, seniors, youth, newcomers)

## FLOW OF THE GAME

Students will spawn into Old Market Square and be greeted by Indigenous Knowledge Keeper Leslie Spillett who will give some words of wisdom. An acknowledgment of the land is positioned on a board beside Leslie Spillett. Mayor Scott Gillingham will also greet students and wish them well on the challenge.



Students can then explore Old Market Square and nearby environments, interacting with various nonplayer characters (NPCs) that will help set the stage for the challenge.

They will then make their way to other learn sites to meet subject-matter experts and will learn more about Winnipeg's downtown community needs and future plans. Students will then be teleported to the build-site where they will be given the opportunity to redesign an area of downtown and create innovative solutions for the city. Students do not need to use the entire build site. Submission videos can highlight areas of the build challenge that are most relevant to student learning and the design provocation.



Once completed, students will connect with their teacher to share their design. Each school division will be responsible to vet all submissions and make selections to pass on to the City of Winnipeg for consideration in the form of a two-minute Microsoft Flip (formerly Flipgrid) video.

# ROLE OF THE TEACHER

There is a lot of flexibility built into the challenge to allow teachers to personalize the challenge according to the needs of their students. As students begin to generate ideas in response to the provocation, it will be important for teachers to facilitate connections to the City of Winnipeg Downtown Recovery Strategy so students consider local information as they design and build their solution(s).

## HOW TO PARTICIPATE IN THE CHALLENGE WITH YOUR CLASS

There are a few different options when it comes to using Minecraft with your students. These have varying degrees of collaboration and require a different level of comfort (from the teacher's perspective) with the game:

- individual play
- hosting and collaborating

### INDIVIDUAL PLAY

This is what many teachers will begin with if unfamiliar with using Minecraft with their students. Each student opens up their own copy of the world and works independently to complete the task. Teachers can then have students share their work outside of the game itself. There are tools within Minecraft that allow students to document their work and then export it to their device to share at a later time.

### HOSTING AND COLLABORATING

[Hosting a world](#) and having students work together to design and build in Minecraft can be very beneficial in the classroom.

When a player hosts a world, other players join the world which is being hosted and stored on one device. Hosting can be done in certain ways:

- The teacher hosts a world and has all students join (limit of 40 players)
- A student might host a world and have a small group of fellow students join

### BUILD PLATE

The build plate is designed to maximize student creativity. It is important to understand some key features that will support the final product of this project.

- when players access the build plate you will see there is a large amount of area to bring ideas to life, **they can use as much or as little of this space as they require.**
- The physical space of the build plate does not have to be connected to the final product. For example, building something next to the museum does not mean it would necessarily be built in that location in real life. **Students can build creatively anywhere they choose and explain in their video where they may want to locate the final product if it were to be built.**

- The build plate provides an opportunity to explore mobility and connectedness while working towards sustainability. Players spawn at the Forks but can travel through a neighborhood and all the way out to a suburb. Some players may choose to incorporate active or public transport options into their build to support a more connected city.

### MEET THE NPCS



Non-player characters (NPCs) are a crucial aspect to Minecraft Education. They are added to the game to help guide the player to an end goal. They can help do the following:

- give background information
- point players in a certain direction
- direct players to an external information source
- challenge players to complete a specific task




In the game, players will be directed to locate certain NPCs and can explore the world to find others. These include:

|   |   |
|---|---|
| <p>Grandmother<br/>Leslie Spillett</p>  | <p>Mayor<br/>Scott Gillingham</p>   |
|  |  |
| <p>Learn from city experts about the history and culture of Winnipeg.</p>           |   |
| <p>City Historian<br/>Murray Peterson</p>   | <p>Ace Burpee</p>   |
|  |  |

Hear from city icons to learn about current issues in Winnipeg.

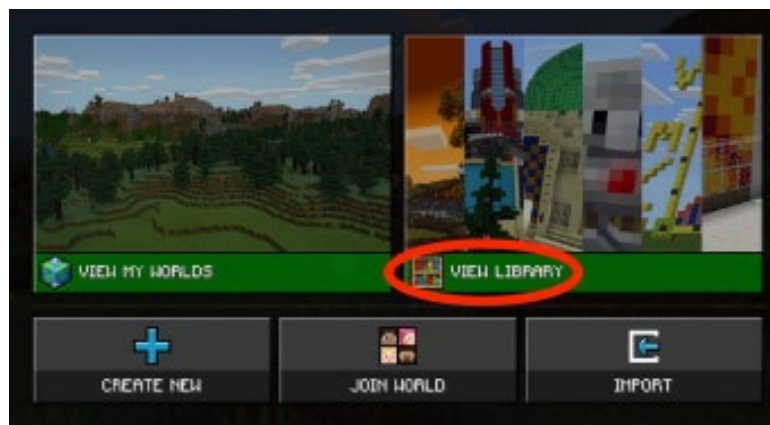
|   |   |   |
|---|---|---|
| Louis Riel  | The Golden Boy  | Kevin Chief   |
|  |  |  |

Meet residents and stakeholders to learn about future dreams for Winnipeg.

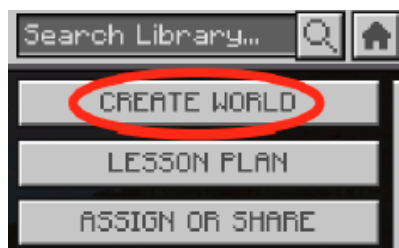
|   |   |   |
|---|---|---|
| Downtown Resident   | Intern Architect<br>Reanna Merasty  | Student   |
|  |  |  |

## EXPLORE THE WORLD

You can find the Level Up: Winnipeg world in the **Minecraft Education** library. First, click on 'View Library' to access the customized world file.



Select the Level Up: Winnipeg build challenge and click "Create World".



## SAVING WORLD FILES

Whenever you finish working on your world file, you must save it before logging off, otherwise your progress will be lost. Follow these steps:

Hit the Escape key on a Mac, Windows, or Chromebook device or tap the Pause button at the top of the screen on iPad to save your progress. You will then be taken to the world menu.





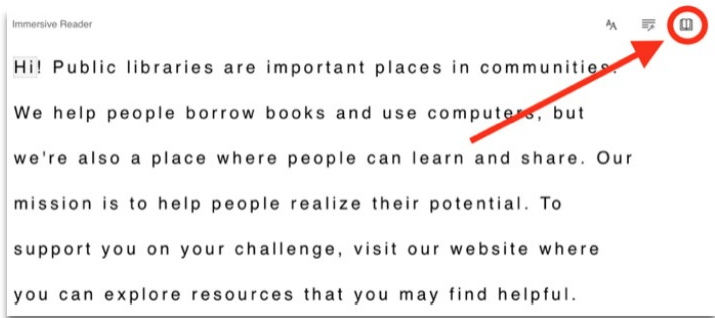
# LANGUAGE AND ACCESSIBILITY OPTIONS

Numerous language options are available for Minecraft: Education via Microsoft's Immersive Reader tool. Languages include French, German, Spanish, and Chinese (simplified and traditional). For instructions on how to change these in-game settings, click [here](#). Minecraft: Education also contains a variety of accessibility options to support students with diverse learning needs, including a UI Screen Reader and Text to Speech for Chat. Information on how to access these in-game settings can be found [here](#). In addition to changing the language options for the home and loading screens, the text-to-speech Immersive Reader feature can be reconfigured in different languages as well. To do this, follow these instructions:

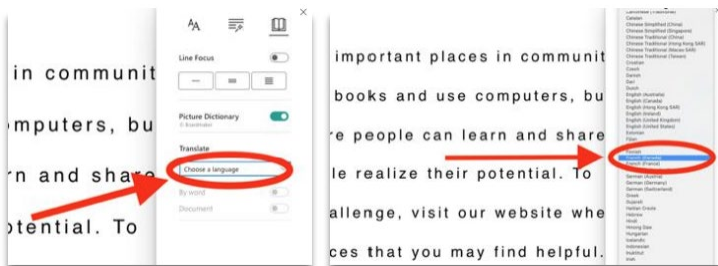
Step 1: Right-click on an NPC and select the Immersive Reader.



Step 2: Select 'Reading Preferences' in the top right corner of the screen.



Step 3: Choose your preferred language



Step 4: Toggle the 'Document translation on' button

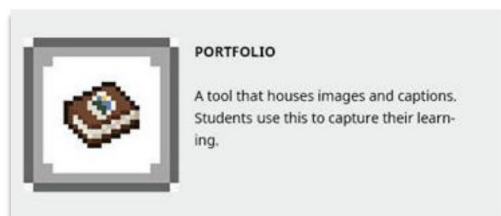
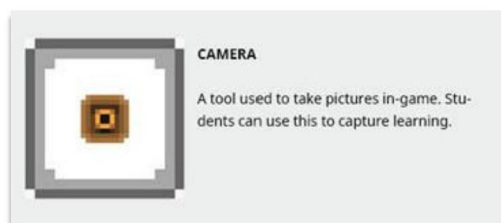


## ASSESSMENT

Minecraft: Education contains several assessment tools to support your work including the camera, portfolio, and book & quill. These tools are available to your students when they first enter the world so they may document their learning as they navigate downtown structures and interact with NPCs.

### CAMERA AND PORTFOLIO

Students may use the camera in conjunction with the portfolio to capture images and add captions. For the purposes of this challenge, these might be used to document learning throughout the world as a catalyst for further investigation. After gathering pictures in their portfolio, they can export the images and submit them as artifacts of their learning via Google Drive, One Drive, Edsby, or Brightspace (depending on which your class uses).



## BOOK & QUILL

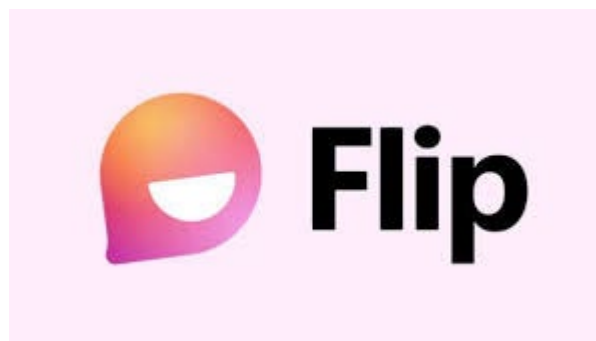
The Book & Quill allows students to add images and longer sections of text. As an example, a student might be asked to gather images of key structures, conduct research, and share responses to provocations as directed by the teacher. After students have finished documenting their thoughts, ideas, and reflections in their book, they may export them as PDFs to share with their teacher.



For more information on how to use these assessment tools, including how your students can export their images and documents, click [here](#).

## HOW TO RECORD AND SUBMIT

Each school division will collect Minecraft Challenge submissions through Microsoft Flip. Please contact your divisional leads for specific details.



## GAME RESOURCES

[Minecraft Teacher Academy](#)

[Minecraft Resources](#)

## EXTERNAL LINKS

[Winnipeg Downtown Recovery Framework](#)

[Downtown planning links](#)

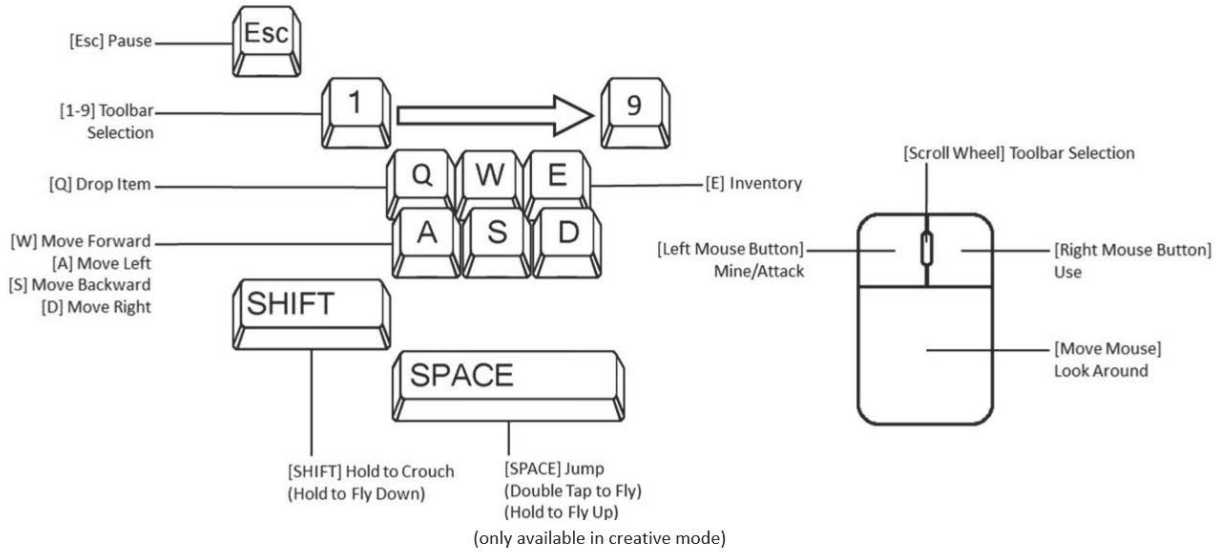
Sustainability – City of Winnipeg

[Sustainability: City of Winnipeg's Directory](#)

[City of Winnipeg rapid transit plan](#)

[City of Winnipeg transit a historical perspective](#)

# MINECRAFT EDUCATION



## DESIGN CHALLENGE: Student Planning Document

Locations and NPCs to visit:

- |   |  |
|---|--|
| <input type="checkbox"/> Old Market Square                | <input type="checkbox"/> Grandmother Leslie Spillett     |
| <input type="checkbox"/> The Cube                         | <input type="checkbox"/> Mayor Scott Gillingham          |
| <input type="checkbox"/> Legislative Building             | <input type="checkbox"/> City Historian Murray Peterson  |
| <input type="checkbox"/> Legislative Grounds              | <input type="checkbox"/> Ace Burpee                      |
| <input type="checkbox"/> Thunderbird House                | <input type="checkbox"/> Louis Riel                      |
| <input type="checkbox"/> Canadian Museum for Human Rights | <input type="checkbox"/> The Golden Boy                  |
| <input type="checkbox"/> Other _____                      | <input type="checkbox"/> Kevin Chief                     |
|   | <input type="checkbox"/> Downtown Resident               |
|   | <input type="checkbox"/> Intern Architect Reanna Merasty |
|   | <input type="checkbox"/> Student                         |

List the key details you learned to assist in your planning:

What are the 3 principles of the City of Winnipeg's Downtown Recovery Strategy?

What does it mean to "not leave anyone behind"?

As you start planning and designing, consider the different aspects of Winnipeg's identity. What do people who live here truly value? What would move Winnipeg forward and strengthen the community?



# Build Plate



Areas and buildings that cannot be changed



Starting point

## DESIGN CHALLENGE: Student Planning Document

Use this white space below to plan your design before you build it in Minecraft Education.

### **BUILD PLATE**

- **use as much or as little of the Minecraft World build space as you need.**
- **build creatively anywhere you choose and explain in your submission video where you would locate the real build.**
- **spawn at the Forks and choose to travel through a neighborhood and out to a suburb to incorporate active or public transport options if desired.**



**Location:**

**NPC:**

**Location:**

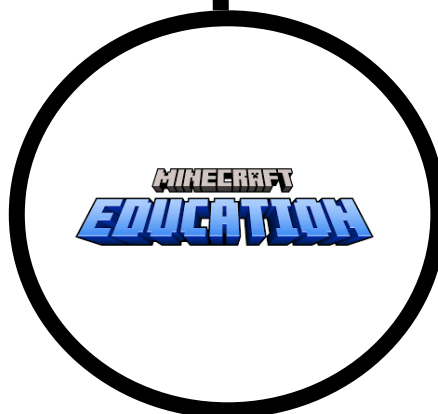
**NPC:**

**Location:**

**NPC:**

**Location:**

**NPC:**



**Location:**

**NPC:**

**Location:**

**NPC:**

# RUBRIC: MINECRAFT EDUCATION CHALLENGE - WINNIPEG

|  | Scale   | Things to Consider & Areas to Develop | Project Criteria   | Exemplary Elements |
|--|---------|---------------------------------------|--|--------------------|
| <b>Use of Theme</b>                                    | 1 2 3 4 |                                       | The submission addresses the theme and design provocation. The information is presented accurately. There is an emphasis on positive social or environmental impact. |                    |
| <b>Originality &amp; Creativity</b>                    | 1 2 3 4 |                                       | The overall concept in the submission is creative. The submission offers innovative solutions that consider the needs of everyone in the community.                  |                    |
| <b>Organization, Communication &amp; Collaboration</b> | 1 2 3 4 |                                       | The project is well-organized and important components are clearly explained. Build ideas are communicated in a variety of ways.                                     |                    |
| <b>Content</b>   | 1 2 3 4 |                                       | The project includes detailed ideas that are specific to the city of Winnipeg. Ideas show links to research and knowledge of the city's future plans.                |                    |

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# LEVEL UP: WINNIPEG



**Level Up: Winnipeg** gives students the opportunity to imagine a more sustainable and inclusive vision for our city in a custom Winnipeg world rendered in the Minecraft universe.

In this challenge students are tasked with answering this question, “**How can we envision a connected, equitable, and sustainable downtown that moves Winnipeg forward without leaving anyone behind?**”

Students will explore the city in Minecraft Education, meeting the Mayor and a community of experts who will share important information to aid students on their journey. Once their research is complete, they will model designs, reimagining Winnipeg’s downtown area.

**Challenge  
Opens**

**Submissions  
Due**

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April 10

May 26

