

School E-Sports: Extensions

LEVEL UP your coding skills with [Prodigy Learning](#) and their [Coding Credentials](#) program! The agent is an amazing resource in Minecraft that is often under-utilized by students. Consider checking out Prodigy Learning and their coding courses, and revisiting the lesson to use the agent to help with design challenges, such as building an elevator or creating a labyrinth in the museum gardens.



Credentials & Curriculum Pathway



Other Extension Ideas:

This pause and play video is designed to teach the skill of using MAKE & MODEL worlds from the Minecraft Education Edition library to introduce the element of esports and competitive gaming to your school or classroom.

These competitions can be used to:

1. activate/assess student's prior knowledge in a subject at the start of a unit
2. assess/demonstrate their learning at the end of a unit (in ANY subject area)
3. start an esports club/intramurals as an extra-curricular activity

The MAKE & MODEL build challenges can be scaled to any grade level and are an excellent way to incorporate both core curricular topics and global competencies.