

## Best Practices

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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.

Suggestions for best practices:

- Keep teams small (4-6 players)
- Aim to have a total number of teams that is a multiple of 4 (example: 20 students broken into 4 teams of 5 players)
- Decide on tournament style: *Swiss/ladder system* (no eliminations, players just move up and down tiers based on number of wins/loses to match them against teams with similar stats) VS *Single/Double Elimination*
- Challengo.com is an example of an online tournament creator
- Co-create criteria for success with the class before the competition starts
- Establish norms and expectations for gameplay, sportsmanship, and peer assessment: i.e. respect others builds, speak kindly about yourself and others, only the host can control/touch the time buttons, etc.
- Start each match by typing GLHF (good luck have fun)
- End each match by typing GG (good game)
- Adjust the time and challenge of the build to suit your classroom needs
- Once you have the hang of these competitions start exploring concepts of strategy and assign jobs for the spectators such as shoutcasting: example of Minecraft student shoutcasting - <https://www.youtube.com/watch?v=qe3hY7C6UIM>