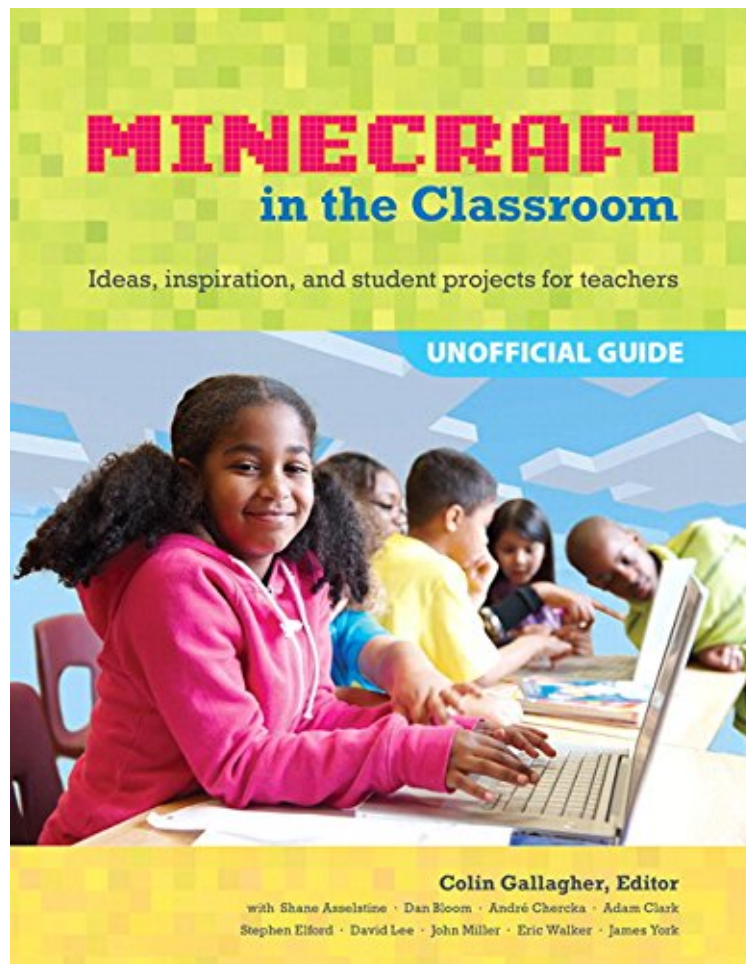


(Download pdf) An Educator's Guide to Using Minecraft in the Classroom: Ideas, inspiration, and student projects for teachers

An Educator's Guide to Using Minecraft in the Classroom: Ideas, inspiration, and student projects for teachers

Colin Gallagher

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Colin Gallagher : An Educator's Guide to Using Minecraft in the Classroom: Ideas, inspiration, and student projects for teachers before purchasing it in order to gage whether or not it would be worth my time, and all praised An Educator's Guide to Using Minecraft in the Classroom: Ideas, inspiration, and student projects for teachers:

5 of 5 people found the following review helpful. I am certain I will be able to go full steam ahead with this excellent resource!By Audra B.This book was exactly what I was looking for to bring GAMIFICATION to my computer lab! Thanks for all the detailed instructions, set ups and lessons! I am certain I will be able to go full steam ahead with this excellent resource!5 of 6 people found the following review helpful. He doesn't even know we're having school.By Jessica HerreraMy son has found the world of Minecraft. I knew nothing about the game; thought Legos with

something called creepers and zombies. My son, age 6, has mastered and loves Legos, so when my nephews introduced Minecraft to him he was in awe. The game itself has clear graphics, easy to use, has two settings creative and survival. My son needed minimal assistance figuring out the game and after 15 minutes was completely able to play solo. I only allow him to play creative. I didn't want the game to simply be a toy so when he became more and more interested, I looked for a way to make this educational and found this book. It is simple to guide your child with the activities listed and is a happy addition to our homeschooling program. 1 of 1 people found the following review helpful. Five Stars
By Customer
Awesome job and product was perfect.

Learn how educators are using Minecraft as a powerful instructional tool to engage students and teach subjects as varied as math and humanities. This book offers ten classroom projects from teachers using Minecraft to teach math, science, languages, and more. Each project includes learning objectives, project organization and tasks, and ideas for reflection and assessments. You'll also find detailed instructions for setting up and running a Minecraft server in the classroom, both the regular and the popular MinecraftEdu versions. In this book, you'll discover what Minecraft is and why it's such an engaging tool for the classroom. How to set up and administer servers that students use for their projects. What MinecraftEdu is, how to set up and manage it, and how to use its teacher controls. Techniques for using the game in special-education settings. Step-by-step instructions for printing 3D models of your classroom projects. Ways to use the game in a variety of different subject areas. You'll find essential advice and captivating projects for using Minecraft to enhance students' learning experience from educators using Minecraft in the Classroom: Shane Asselstine, Dan Bloom, Andr Cherecka, Adam Clarke, Stephen Elford, Colin Gallagher, David Lee, John Miller, Eric Walker, and James York. Minecraft is a trademark of Mojang Synergies/Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies/Notch Development AB.

About the Author
Colin Gallagher is an educator based in Singapore who loves computer games and using computer games in education. Colin is the host of Minechat YouTube channel and editor of edutechniques.com, an educational technology website. Colin has been named an Apple Distinguished Educator and a Google Certified Teacher and has given a TedX talk on bringing technology into the classroom.