Mind the land you are mining!
Creative design of critical learning experiences with Minecraft

Quick Navigation Guide:

| 1) Keyboard Controls:
To Move: W, A, S, D
To Jump / Fly: Space bar (hold)
To place object: Right click w/ mouse
To destroy: Click with mouse | 2) Touch Screen Controls:
To Move: Use the arrows on the screen
To Jump / Fly: Tap and hold the grey icon on the bottom right
To place: Tap once
To destroy: Tap and hold | 3) Building with your Inventory:
Keyboard: Click "E" to bring up your inventory
Touch Screen: Tap the … button Click on the magnifying glass icon to search for building materials.
Keyboard: Click on an item and drag it into your "hotbar" at the bottom of your screen.
Touch screen: Tap an item and then tap your "hotbar" |

<u>Take some time to explore this Minecraft world!</u>

1. **Write** or **sketch** anything that strikes you about your experience in this world with regard to the history of colonization (in Canada). This can be something that you view as purposefully emphasized or neglected in the game (e.g., any comments on the avatars, the player's perspective, the design, the mission, the goal...). Talk to your partner as you do this task. Note or sketch down in the box.

Notes

<u>With a peer discuss these key concepts of colonization and respond to the next question:</u>

2. What connections are you making to the concepts in the readings/ presentation slides *(terra nullius and Doctrine of Discovery)?* How might the game features (such as agent, avatar, biome, blocks, inventory, animals, etc.) be interpreted through a lens of colonization?

<u>Design and Prototype</u>

3.With your team, create a guide or tool (or a series of guides / tools) to assist students in interacting with Minecraft in a critical way. Using poster paper, PPT, Minecraft, or any other platform, design a prototype or teaching tool of something that you might use with students or other educators to facilitate this learning. Room to brainstorm and sketch your ideas below. You can share your prototype / tool / Minecraft world at the end of the time with others.

Things to consider:
- What would the learning goals be?
- What resources / tools would you want them to engage with?
- What key understandings would you want them to walk away with?
- What features of Minecraft are relevant to these understandings?

<u>Reflection</u>

4.How has this experience impacted the way you understand or connect to the topic of colonialism? What ideas are you going to take back to your teaching environment?