



Republic of the Philippines

Department of Education

OFFICE OF THE UNDERSECRETARY FOR CURRICULUM AND TEACHING

MEMORANDUM
DM-CT-2023-113

TO : **MINISTER, MINISTRY OF BASIC EDUCATION, HIGHER
AND TECHNICAL EDUCATION
REGIONAL DIRECTORS
SCHOOLS DIVISION SUPERINTENDENTS
SCHOOL HEADS AND PRINCIPALS
PUBLIC SCHOOL TEACHERS**

FROM : 
GINA O. GONONG
Undersecretary for Curriculum and Teaching

SUBJECT : **MINECRAFT: EDUCATION EDITION PROFESSIONAL
DEVELOPMENT COHORTS**

Date : **May 26, 2023**

The Bureau of Learning Delivery, in collaboration with Microsoft Philippines, will conduct the **Minecraft: Education Edition (M:EE) Professional Development Cohorts** on June 10, 17 and 24, 2023 for DepEd's teaching personnel through Microsoft Teams platform.

This M:EE Professional Development Cohorts has the following objectives:

- Capacitate educator-participants on the basics of M:EE using the Minecraft Teacher Academy learning pathways;
- Build educator-participants confidence in delivering and utilizing M:EE as tool in teaching and learning;
- Assist educator-participants to apply as Global Minecraft Education Edition Mentors; and
- Encourage more classrooms in the Philippines to adapt M:EE for game- based learning experiences.

Each region is requested to send **four (4) participants** to the activity. Participants must register until June 6, 2023 through the link <https://bit.ly/MEEPDCohorts>. Registered participants will receive an invitation through their respective Office 365 email. The program of activities and criteria in the selection of participants are reflected in Annex A.

For inquiries or concerns, contact Ms. Glenda M. Granadozin at bld.od@deped.gov.ph.

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Annex A

CONCEPT NOTE

Title: Minecraft: Education Edition Professional Development Cohorts

Introduction:

Minecraft: Education Edition (M:EE) is a version of the popular game Minecraft designed for education spaces, specifically a classroom setting. The M:EE allows teachers to offer a fun and interactive delivery of lessons to their students of all ages through game-based learning. Educators can create lesson plans using the resources available to them in-game. In addition, multiple lesson plans are already available that cover a variety of subjects like language arts, science, history and culture, computer science, art and religion, and mathematics.

M:EE as a strategy in learning is important because it can provide several benefits for students, which include the following:

1	Engagement	Games are inherently engaging and can help to hold students' attention, making them more likely to stay focused and motivated to learn.
2	Active learning	Games often require students to actively participate and make decisions, rather than passively receiving information, which can help to promote deeper understanding and retention of material.
3	Problem-solving and critical thinking	Many games require players to solve problems and make strategic decisions, which can help to develop critical thinking skills.
4	Collaboration	Games can be played in teams, which can help to promote collaboration and social skills.
5	Feedback	Games provide immediate feedback, allowing students to quickly understand their mistakes and correct them.
6	Real-world application	Games often simulate real-world scenarios, giving students the opportunity to apply their knowledge in a context that is relevant to their lives.
7	Adaptability	Games can be adapted to different learning styles and levels of difficulty, allowing them to be used with a wide range of students.
8	Fun	Games are fun, and when students are having fun they are more likely to be motivated and engaged in learning.



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This PD Cohorts Program will onboard and capacitate selected DepEd personnel in utilizing M:EE as a tool for teaching and learning. The adaptive measures of innovating the classroom experience and utilizing available technologies are one of the prime focuses of DepEd to ensure quality delivery of instruction and upgrade teaching practices. These measures will holistically transform our learners to be globally competitive and future-ready.

Problems:

- Minecraft is viewed as a game that can disrupt learning due to the end user's addiction to playing it.
- Addressing issues and concerns that students may be more interested in the game aspect than the learning aspect.
- The issue concerns student accounts' availability to access and download the M:EE software.

Objectives:

- Capacitate educators on the basics of M:EE using the Minecraft Teacher Academy learning pathways.
- Build educator's confidence in delivering and utilizing M:EE as tool in teaching and learning.
- Help educator participants to apply as Global Minecraft Education Edition Mentors.
- Encourage more classrooms in the Philippines to adapt M:EE for game-based learning experiences.

Output:

- The participants will be able to produce localized lesson plans integrating game-based learning with M:EE that is mapped to the DepEd's learning skills and competencies.
- The participants will re-echo their learnings to at least 25 educators in their respective school or division.

Methodology:

Conducting a game-based training cohorts program using M:EE involves several steps that will objectively empower the participants and the ability to master understanding concepts, guidelines, and parameters to deliver effective classroom instruction using the software.

There will be a 1 hour and 30 minutes session per learning activity that involves hands-on manipulation and exercises to create a visual world. Through these engaging activities, the participants will be guided on specific components how to be bridge pedagogical aspects of instructional delivery using the M:EE.

1. **Identify the learning objectives:** Determine what specific knowledge or skills the game should teach.



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2. **Design the game:** Create a game that aligns with the learning objectives and is engaging for the target audience. Familiarization in the design and perspective of the blocks is essential for building structures in the virtual world.
3. **Develop the game:** Create the virtual world with the needed supporting non-player characters (NPC) using appropriate directions, activities, links, and tools.
4. **Test and evaluate the game:** Before implementing the game, test it with a small group of users to identify and fix any issues.
5. **Implement the game:** Roll out the game to the intended audience, and provide any necessary support or resources.
6. **Monitor and evaluate the effectiveness:** Continuously monitor the progress of the participants through open communication and by assistance of the DepEd Learning Management System and evaluate the effectiveness of the training program.
7. **Adjust and improve:** Use the feedback and evaluation results to adjust and improve the game-based training program.

It is important to note that a game-based approach is a strategy and only the perfect fit for some types of learning. It is essential to consider the type of content, the target audience, and the resources available before deciding to implement this kind of activity in the M:EE, which the participants will learn throughout the training process.

Proposed Activities and Timelines:

Date	Proposed Activities
June 9, 2022 (Watch recorded video)	Program Orientation • Introduction to Minecraft: Education Edition • What is game-based learning? • Introduction to Minecraft Teacher Academy • Program overview of the M:EE PD Cohorts • Call for applications for the M:EE PD Cohorts
June 10, 2023 Saturday 8:30AM- 10:00AM	Minecraft 101: Let's Build Individually • Introduction • What is Minecraft: Education Edition? • Download and sign in • Teach: Build a Simple House Challenge • Release: Build your simple house • Reflect: Debrief the lesson • Knowledge Check • Summary and Post Event Evaluation
June 17, 2023 Saturday 8:30AM- 10:00AM	Minecraft 201: Let's Modify Together • Introduction • Teach: Build Furniture Challenge • Release: Build furniture for your house • Reflect: Debriefing the build your furniture lesson • Knowledge Check • Summary and Post Event Evaluation
June 24, 2023 Saturday 8:30AM- 10:00AM	Minecraft 301: Let's build world together • Introduction • Teach: Recreate the World Challenge • Release: Recreate the virtual world scenery



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Date	Proposed Activities
	• Reflect: Debrief the recreate the world lesson • Knowledge Check • Summary and Post Event Evaluation
	Teach Back
	Culminating activity / Capstone Presentation

Target Audience and Medium of Training:

The learning sessions will be delivered virtually through Microsoft Teams. All participants will be housed inside the Microsoft Teams site using the DepEd Central Office Tenant for more accessible communications and coordination.

The participants will be chosen according to the following criteria and qualifications:

- **Expertise:** The teacher should have a high level of knowledge and experience in the subject matter.
- **Teaching experience:** The teacher should have experience in teaching and facilitating learning, and should be able to effectively communicate the material.
- **Flexibility:** The teacher should be able to adapt to different learning styles and be able to provide support to learners with different needs and abilities.
- **Positive attitude:** The teacher should be enthusiastic and passionate about teaching, with a positive attitude towards learning and development.
- **Professionalism:** The teacher should be reliable, punctual and maintain a high standard of professional conduct.
- **Technical proficiency:** The teacher should be proficient in the use of technology and other tools that may be used in the training program.
- **Interpersonal skills:** The teacher should be able to establish good rapport with the trainees and create a positive learning environment.
- **Leadership skills:** The teacher should be able to lead and motivate trainees to achieve the learning objectives.
- **Willingness to learn:** The teacher should be open to learning new skills and techniques to improve their teaching methods.

Action from Participants:

1. The participants need to activate their Microsoft 365 accounts (See Appendix A).
2. The participants should have a working laptop for the hands-on training and a mobile device to join the Teams call. (Joining the call while playing and manipulating the M:EE may consume so much resources in the device which may hamper M:EE to run properly.) It is a requirement to use a laptop and a mobile device simultaneously for the activity.
3. Download the M:EE in available devices such as Windows Dekstop/ Laptop, iOS, Android for an enriching walk-through experience (See Appendix B and C).
4. Create a Microsoft Learn account at <https://learn.microsoft.com/en-us>.
5. Study the Minecraft: Education Edition: Teacher Academy.
6. The participants should join the Microsoft Teams site for the training.



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Conclusion:

The Minecraft: Education Edition is an essential tool for schools because it provides a unique and engaging way for students to learn a wide range of subjects, including math, science, language arts, and history. The game allows students to apply what they learn in a fun and interactive environment, which can help to increase their motivation and engagement in learning. Additionally, Minecraft Education Edition offers a variety of educational activities and resources that can be customized to align with specific learning objectives and curriculum standards.

The game also promotes collaboration, problem-solving, and critical thinking skills, which are essential for students' development. The game allows students to work together to build and design virtual worlds, which can help them to develop teamwork and communication skills. Additionally, the game's open-ended nature allows students to explore and experiment, which can foster creativity and innovation.

Furthermore, Minecraft Education Edition is available on multiple devices, which makes it accessible to students regardless of their location. The game-based learning can be beneficial for remote learning, as it allows students to participate in interactive and engaging activities while learning from home.

In conclusion, Minecraft Education Edition provides an innovative and effective way for students to learn and develop essential skills. Its potential as an educational tool is vast, and it can teach a wide range of subjects, foster creativity and critical thinking, and promote teamwork and communication. It is a valuable addition to strengthening the K-12 Program of the Philippines that will promote quality learning outcomes for the benefit of our learners. The opportunity to learn and innovate is not only with how we are taught before but opening a gateway of learning to learn while playing and having fun. Education never stops growing, and in the Department of Education, we design programs that will provide meaningful opportunities for our graduates to thrive in the future.