

Minecraft Challenges Syllabus

Geek Cred at HEC 25/26

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Objective: Engage creativity, develop problem-solving skills, and work cooperatively by facing build challenges and projects in Minecraft Education Edition.

Note: The following is a detailed outline of the complete course. Activities are subject to change based on the needs of individual classes. E.g. Some classes will struggle with a subject, so we will take an extra week to achieve mastery.

FALL SEMESTER - Builds and Challenges

Week 1 (Aug 25-29) - Introduction to Minecraft Education Edition; build a treehouse

Week 2 (Sep 1-5) - Class Build - Mars Rover

Week 3 (Sep 8-12) - Partner Build - Honey Bee Challenge

Week 4 (Sep 15-19) - Individual Build - Super Cool Bedroom

Week 5 (Sep 22-26) - Class Build - Desert Island Survival Challenge

Week 6 (Sep 29-Oct 3) - Class Build - Desert Island Survival Challenge (Cont.)

Week 7 (Oct 6-10) - Individual Build - Random Pixel Art (wheel of names)

Fall Break Oct 13-17

Week 8 (Oct 20-24) - Partner Build - Moat Survival Challenge

Week 9 (Oct 27-31) - Partner Build - Moat Survival Challenge (cont.)

Week 10 (Nov 3-7) - Individual Build - Design a vehicle

Week 11 (Nov 10-14) - Group Build in Classroom World - Random Landmarks

Week 12 (Nov 17-21) - Group Build in Classroom World - Random Landmarks (cont.)

Thanksgiving Break Nov 24-28

Week 3 (Dec 1-5) - Individual Build in Classroom World - Labyrinth Challenge

Week 14 (Dec 8-12) - Individual Build in Classroom World - Labyrinth Challenge

Week 15 (Dec 15-19) - Testing Labyrinths

SPRING SEMESTER - Societies

Week 1 (Jan 12-16) - Build a basic village/town (Creative Mode) in the Classroom World. *This will be the setting for the semester.*

Week 2 (Jan 19-21) - Build (cont.)

Week 3 (Jan 26-30) - Build (cont.)

Week 4 (Feb 2-6) - Use the Wheel of Names to pick the first Societal Structure and add any needed buildings.

Week 5 (Feb 9-13) - Vote or establish roles and finish setup of environment.

Winter Break Feb 16-20

Week 6 (Feb 23-27) - Society #1

Week 7 (Mar 2-6) - Society #1

Week 8 (Mar 9-13) - Society #1

Week 9 (Mar 16-20) - Society #1

Week 10 (Mar 23-27) - Use the Wheel of Names to pick a new Societal Structure and add/remove buildings.

Spring Break Mar 30-Apr 10

Week 11 (Apr 13-17) - Vote or establish roles and finish setup of environment.

Week 12 (Apr 20-24) - Society #2

Week 3 (Apr 27-May 1) - Society #2

Week 14 (May 4-8) - Society #2

Week 15 (May 11-15) - Society #2

Week 16 (May 18-22) - Compare and contrast the two societies, then have fun creating the town's apocalypse!