

Day 1/Session 1

Introduction to Minecraft

1. Session Context

- This session will take place on the first day of the programme and will be the participants first session with *Minecraft*.
 - Participants may be nervous, especially if they have little to no experience with *Minecraft*.
 - As the first session using *Minecraft* participants may experience issues with connecting to the *Minecraft* server.
- Participants will have watched a welcome video and welcome talk before this session. They will also have participated in icebreakers to ease nerves and begin to get to know their peers.
- The session is designed to give all participants an understanding of *Minecraft* and its basic gameplay mechanics. Participants will also be given a tour of the 'world' (and its preconstructed buildings) they will be playing in over the duration of the programme.
- The next session will feature a task for each participant to decorate their own room within the *Minecraft* world.

2. Related Materials

- *D1S1 Introduction to Minecraft.pptx* - PowerPoint Presentation with animations to be used by the session presenter.
- *D1S1 Introduction to Minecraft.pdf* – PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.
- *D1S1 Introduction to Minecraft (Accessible).pdf* – Accessible PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.

3. Expected Learning/Development Outcomes

- Understand the basic gameplay mechanics of *Minecraft*.
- Be able to efficiently move their game character through the *Minecraft* world.
- Begin interacting with their peers and the student ambassadors.
- Partial or complete alleviation of any potential nervousness.

4. Session Structure

- CONTENT TO BE ADDED.

5. Learning Methods, Activities, and Technologies

- PowerPoint Presentation that clearly sets out the learning objectives of the session from the beginning.
- [Not sure what else to add here].

6. Ensuring Inclusiveness

- Assume no previous knowledge of *Minecraft*.
- Allow time to address any technical issues.
- Allow participants to use chat communication as an alternative to vocal communication.
- Create a friendly environment for the participants (but with clear boundaries and enforcing the agreed code of conduct).
- Materials to be sent in advance (with accessible option).

7. Post-Session Evaluation

- Debrief and review to take place after the session.
- *[Potential anonymous post-session poll that asks the participants to rate their confidence in the gameplay mechanics explored during the session.]*