

The Anything Machine (Mashcraft)

A learning game for Key Stage one children to practice their spelling. It harnesses children's creativity and love of minecraft to convert some of playtime into



The user will be asked to complete a question in line with the key stage one learning objectives



When the question has been answered correctly an animal will be placed into the machine



When the machine fills with the right amount of animals the game is complete



After completion the machine returns a animal hybrid based on all the the animals entered into the machine



The animal hybrid will be awarded to the user in a form of Minecraft skin which will be added to their game



With an incentive that is so popular this will hopefully keep the user engaged and thus learning objectives will be met outside of school