Introduction to Game-Based Learning Through Minecraft: Education Edition

Saturday, December 7, 2019 from 8:00 a.m. - 3:00 p.m.
Twentieth Street Elementary School (LD Central)

The Instructional Technology Initiative (ITI) launches its first professional learning offering around game-based learning through the Minecraft: Education Edition, part of District educators’ Office365/Microsoft enterprise accounts.

This session will provide participants opportunities to explore game-based learning as part of the curriculum and to see the possibilities of how Minecraft can help students learn valuable skills in a whole new way. Through sets of tutorials and game features, Minecraft: Education Edition provides endless opportunities for exploration and storytelling while building critical 21st century skills like collaboration, creative problem solving and digital citizenship.

This session is open to all. Please bring your own laptop and mouse.

NOTE: Minecraft is not accessible via Chromebooks.

Register on MyPLN:
http://achieve.lausd.net/mypln

(Keywords: ITI, ISTE, Computer Science, Minecraft)

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For more information, please visit: https://achieve.lausd.net/ITIPDCatalog