



# Level Up: Winnipeg

A Schools Reinventing Cities Project

Minecraft Education

Student GUIDE 2023

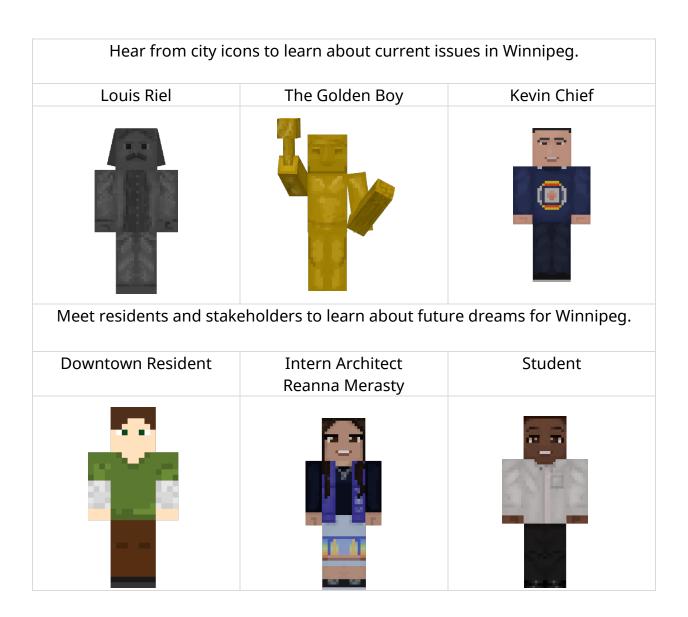
## **CHALLENGE OVERVIEW:**

As a valued community member of Winnipeg, you are invited to design and build innovative solutions to help reconfigure and revitalize Winnipeg's downtown. In the challenge you will:

- Visit and explore the downtown community of Winnipeg
- Learn more from local reports and documents
- Speak with and learn from a variety of experts from the City of Winnipeg
- Design and build innovative solutions

You will begin by meeting Grandmother Leslie Spillett and Mayor Scott Gillingham who will welcome you to the Level Up: Winnipeg Minecraft Design Challenge.





# **DESIGN PROVOCATION**

How can we envision a connected, equitable and sustainable downtown that moves Winnipeg forward without leaving anyone behind?

Areas to consider:

Urban Development Transportation Sustainability

Equity Belonging Food Security

Water Environment Urban Sprawl/Gentrification

Community Members (residents, visitors, workforce, seniors, youth, newcomers)



### **EXPLORE THE WORLD**

You can find the Level Up: Winnipeg world in the **Minecraft Education** library. First, click on 'View Library' to access the customized world file.



Select the Level Up: Winnipeg build challenge and click "Create World'.



### **SAVING WORLD FILES**

Whenever you finish working on your world file, you must save it before logging off, otherwise your progress will be lost. Follow these steps:

Hit the Escape key on a Mac, Windows, or Chromebook device or tap the Pause button at the top of the screen on iPad to save your progress. You will then be taken to the world menu.



Your teacher will guide you through the challenge and support you in submitting your work to a Minecraft challenge submission page. If you are working on your own or with the support of your parents and/or guardians, ask them to help you contact your school for more information.

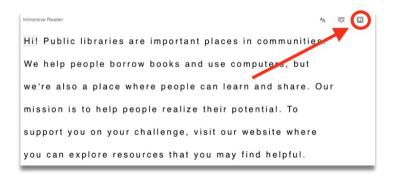
# LANGUAGE AND ACCESSIBILITY OPTIONS

Numerous language options are available for Minecraft: Education via Microsoft's Immersive Reader tool. Languages include French, German, Spanish, and Chinese (simplified and traditional). For instructions on how to change these in-game settings, click <a href="https://example.com/here">here</a>. Minecraft: Education also contains a variety of accessibility options to support students with diverse learning needs, including a UI Screen Reader and Text to Speech for Chat. Information on how to access these in-game settings can be found <a href="here">here</a>. In addition to changing the language options for the home and loading screens, the text-to-speech Immersive Reader feature can be reconfigured in different languages as well. To do this, follow these instructions:

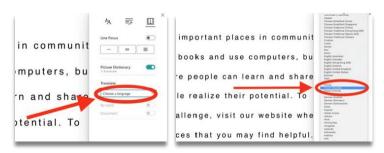
Step 1: Right-click on an NPC and select the Immersive Reader.



Step 2: Select 'Reading Preferences' in the top right corner of the screen.



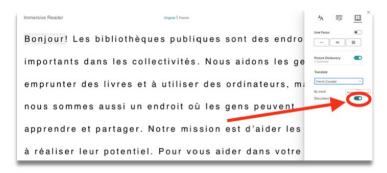
Step 3: Choose your preferred language







Step 4: Toggle the 'Document translation on' button



### **CAMERA AND PORTFOLIO**

Use the camera in conjunction with the portfolio to capture images and add captions. For the purposes of this challenge, these might be used to document your learning throughout the world as a catalyst for further investigation. After gathering pictures in the portfolio, export the images and submit them as artifacts of learning via Google Drive, One Drive, Edsby, or Brightspace (depending on which your class uses).









### **BOOK & QUILL**

The Book & Quill can be used to add images and longer sections of text. As an example, you may choose to gather images of key structures, conduct research, and share responses to provocations. After documenting thoughts, ideas, and reflections in the book, you may export them as PDFs to share with a teacher.



For more information on how to use these assessment tools, including how to export images and documents, click <u>here.</u>

# **HOW TO RECORD AND SUBMIT**

Each school division will collect Minecraft Challenge submissions through Microsoft Flip. Please contact your teacher for specific details.





### C40 CITIES

# DESIGN CHALLENGE: Student Planning Document

Locations and NPCs to visit:	
<ul> <li>□ Old Market Square</li> <li>□ The Cube</li> <li>□ Legislative Building</li> <li>□ Legislative Grounds</li> <li>□ Thunderbird House</li> <li>□ Canadian Museum for Human Rights</li> <li>□ Other</li> </ul>	<ul> <li>□ Grandmother Leslie Spillett</li> <li>□ Mayor Scott Gillingham</li> <li>□ City Historian Murray Peterson</li> <li>□ Ace Burpee</li> <li>□ Louis Riel</li> <li>□ The Golden Boy</li> <li>□ Kevin Chief</li> <li>□ Downtown Resident</li> <li>□ Intern Architect Reanna Merasty</li> <li>□ Student</li> </ul>
List the key details you learned to assist in your planning:	
What are the 3 principles of the City of Wir	inipeg's Downtown Recovery Strategy?
What does it mean to "not leave anyone b	ehind"?
As you start planning and designing, considentity. What do people who live here to forward and strengthen the community?	

# **Build Plate**

Areas and buildings that cannot be changed







# **DESIGN CHALLENGE: Student Planning Document**

Use this white space below to plan your design before you build it in Minecraft Education.

### **BUILD PLATE**

- use as much or as little of the Minecraft World build space as you need.
- build creatively anywhere you choose and explain in your submission video where you would locate the real build.
- spawn at the Forks and choose to travel through a neighborhood and out to a suburb to incorporate active or public transport options if desired.