Scope and Sequence

Content Area: **Technology**
Course(s): **Generic District Course, Technology**
Time Period: **Generic Time Period**
Length: **Length of the Course**
Status: **Published**

Course Overview

Students will play Minecraft EDU to collaborate, solve problems, explore, and create. The three units are sequential. They are designed with enough time for students to go at their own pace -- students who are novices will have time to learn how to navigate the world of Minecraft, and students who play the game at home will be encouraged to extend their learning by solving more complicated challenges or by creating more complicated worlds. The focus for all units is how collaboration can help solve problems and increase creativity.

Scope and Sequence

Order of the Unit	Title of the Unit	Time Frame
Unit 1	Introduction to Minecraft	1 week
Unit 2	Survival Game	3 weeks
Unit 3	Creating Worlds	5 weeks