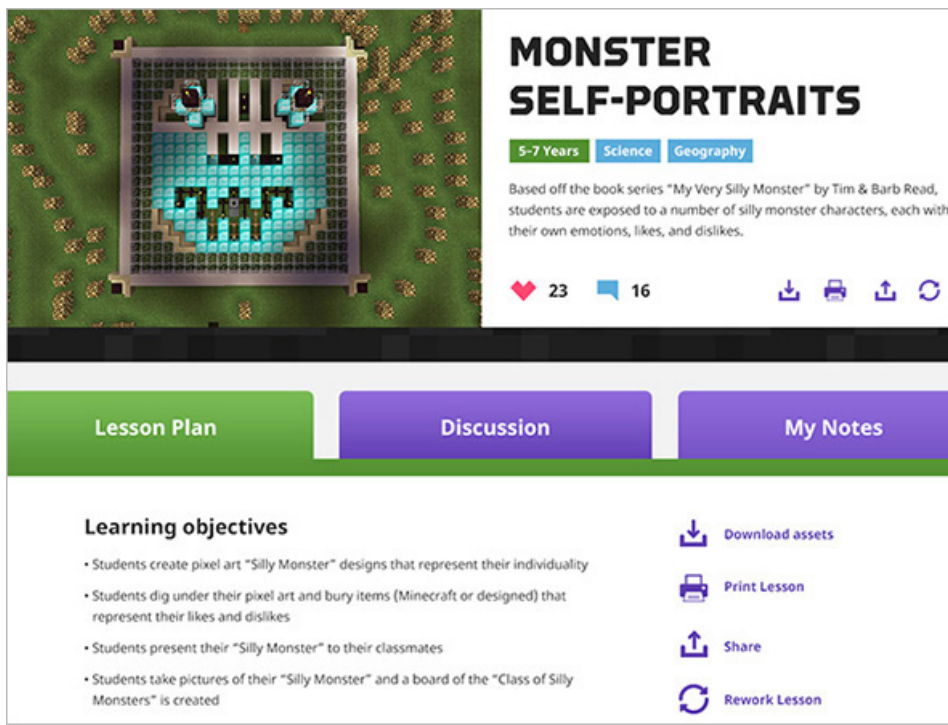


# AN EDUCATOR'S JOURNEY



## Taking Your First Steps

Spatial thinking and pixel art in Minecraft create an excellent opportunity for students to work on mathematics and visual arts objectives in an engaging environment. Additionally, pixel art is a medium that's already engaging to students and one that allows educators to take their first steps with the game without being the expert.



**MONSTER SELF-PORTRAITS**

5-7 Years Science Geography

Based off the book series "My Very Silly Monster" by Tim & Barb Read, students are exposed to a number of silly monster characters, each with their own emotions, likes, and dislikes.

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Lesson Plan Discussion My Notes

**Learning objectives**

- Students create pixel art "Silly Monster" designs that represent their individuality
- Students dig under their pixel art and bury items (Minecraft or designed) that represent their likes and dislikes
- Students present their "Silly Monster" to their classmates
- Students take pictures of their "Silly Monster" and a board of the "Class of Silly Monsters" is created

Download assets  
Print Lesson  
Share  
Rework Lesson

## Leveraging the Community

Educators visiting the Minecraft: Education Edition community site will find existing lesson plans on pixel art, grid paper to plan student work, and even a Minecraft world set up as a blank canvas for students to engage in creative expression. These materials are distributed to the students, and the crafting begins.

[EXPLORE MORE](#)

Minecraft empowers you to  
create lessons with students

[and] draw on their  
experience.”







## Time to Build

Students open up a Minecraft world to use as their canvas. Their pixel art creations range from portraits to landscapes to patterns and language. Students take care to transfer their plans to the immersive space.



## Assessing Student Work

For this pixel-art lesson, students turn in not only screenshots from their Minecraft creation but also their grid diagram from their plans. The educator also includes questions about scale and ratio to push student thinking.



## Improving Every Year

After the first year using Minecraft: Education Edition, educators can adapt, edit, and learn from the successes and missteps along their way. Each new year brings with it the opportunity to deepen their practice and refine their students' learning experiences with Minecraft.

# BRING THESE LESSONS TO YOUR CLASSROOM

Ready to explore these subjects with your own students? Find  
resources here.



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A journey through biodiversity and extinction.

8-10

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Animals

Environment

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### NGĀ MOTU – THE ISLANDS

Welcome to the Māori world of Aotearoa

All Ages

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