LESSON REVIEW TOOL

With the Quiz Block completed, the programmers have transitioned to merging the modified Minecraft X-Ray Tool with our stats tool and the Quiz Block readouts. So, we'll have the X-Ray tool providing visuals, and the statistics tool providing textual feedback on what students have done or answered at Quiz Blocks, able to give educators multiple ways to evaluate students.

Similarly, the X-Ray and statistics tools are great ways to evaluate more open or free-play sessions, while the Quiz Block provides definite feedback in lessons that are more structured and linear.

PLAYTESTS NEXT WEEK, INSTITUTE OF PLAY

Next week, we return to the Elizabeth Forward School District for our last round of playtests. We'll be testing with two of the same 7th grade classes from our last playtest, as well as the same class of high schoolers.

We're running one class through Yotam's contour lines assignment – we'll be especially looking at how the class proceeds with a class with previous Minecraft experience, while also testing some updates to the lesson based on the last test. Scott has created a lesson focused on spatial reasoning, taking cues from some areas that are often used in standardized tests – especially with three-dimensional models on paper. By putting these questions in Minecraft, hopefully students can better visualize these three-dimensional figures when they encounter two-dimensional representations. The lesson also doubles as a way for us to test our Quiz Block in action, as it's a major component of the lesson.

Finally, Dave F. has created a statistics lesson to test with the high schoolers. It's more advanced, and also uses a custom texture pack to better represent and work with numbers in the game world. It should be an interesting exploration of how Minecraft can be altered to suit specific purposes.

We've been in contact with a group of educators and researchers at Quest 2 Learn and the Institute of Play, and we're thrilled to announce that we'll be working together next week. As part of the Institute's multimedia case study on game-based learning, they'll tag along for our playtest, and we'll be interviewed for their documentation.

Quest 2 Learn is also starting to use structured lessons using MinecraftEdu next week, and the Pixel Pushers will be sharing research and comparing notes on the whole process. It's a truly exciting time for our project, especially as we're preparing for our Soft Opening on April 23rd and our online Soft Opening on the 24th.