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Themes to use in minecraft build offs

Learning Goals/Students will create artistic and original buildings for a limited time. Students will focus on particular topic and make the best of their resources. Students will share their work on a collaborative platform and evaluate each other's work using peer-to-peer quantitative feedback. Build Battles are mini-games that can be played using Minecraft, and they usually involve two players competing with each other on the same map/world. A theme or idea is given to players and they have a very limited time, usually around 10 to 15 minutes, to complete their builds and reveal them to each other. Buildings are usually evaluated by participants or society through a voting system, and the winning buildings are awarded. Using Padlet, an online collaboration platform, the teacher can collect all students' created work on a shared whiteboard for everyone to have access to. Using Reactions, Padlet's evaluation and assessment tools, the teacher and students can assess, vote, assess or like the available buildings and determine the best. Build Battles are good filter activities when the teacher wants to have the class busy during the last 5-10 minutes of a lesson, or even as a way to gather original and creative ideas about a particular topic. Using time as a creative limit on projects of this kind students push their creativity to the limit and end up with amazing work in their hands. Students can use any Minecraft platform for this activity, Minecraft: Pocket Edition on their tablets/phones, or Minecraft: Education Edition. The teacher should have a new Paddle Board available in advance. The whiteboard sharing permissions should be either "Secret" (anyone with the link or QR can access) The Paddle or Public, and those with access can write and edit on the board. The paddle can also be accessed online from any platform or device, making use of the app optional. In addition, under Settings, the teacher should enable Reactions and select the correct grade type (such as voice, asterisk, or character). For this activity, the star is used to give a thumbs up to the work. The link or QR code is a simple way for students to enter their browser. Lesson plan. The teacher announces a building battle between all students in their class. The teacher reveals the theme to the students, as well as the time limit for the activity. The theme can be something completely random or connected to a calendar event, school project, or season. The teacher projects a countdown timer and students get to try to begin their builds. At the end of the timer, students are asked to take the best screen of the build that they can take, and then save and finish their projects. The teacher then shares The Paddle with the entire, either via link or QR code. Students then add their own build by making notes on Padlet. Once all the notes are created (and everyone can see each other's posts on the device), students can grade all available projects. Students can only rate each project once. To assign students for their participation to the activity, and after voting for everyone else, they can also vote for their own building with a 5-star rating. The paddle can be exported as an image or PDF file and shared on social media or internally with the school community. Build Battles is an interactive and fun way for students to show their creativity and originality on a given topic or theme. Having a time limit to complete their buildings in the classroom obliges them to use techniques they are most comfortable with, but also takes risks and try new things to get things done faster and better. At the end of the activity, students are expected to know how a Build Battle works, what the rules and how they can share their finished work with their peers. Understand how to manage time and resources to create something original and creative in a very short time. Make the right use of a Paddle Board and learn how to present their work on a collaboration board. Understand the importance of appropriate and respectful feedback and assessment. The lesson plan is very flexible and can be adapted to any classroom situation, project and theme. The use of an online platform that enables peer-to-peer assessment adds to the importance of learning from each other and can also be used to evaluate other types of activities or projects. Skills/Career/Understanding/Creativity/Halloween Build Battle Export PDF export of the project's Paddle. The following article is still a work in progress. Ongoing work projects are automatically sorted on this tab. This is the main page of Build Battles. Click here to find more articles in this category. In Build Battle, players meet other people to see who can create the best version based on a theme. Build Battle is perfect for parties to have fun and create something new. Build Battle is a whole lot of fun, a whole lot of creativity, and a whole lot of teamwork. Build Battle is a game where you can create a building that is as big as you want, and you can even set the floor, walls, and ceiling to match your theme. When you play Build Battle, you go through a series of steps that appear in the Build Battle lobby and the game. The first step is to choose a theme. You can choose from a list of themes, or you can create your own. The next step is to choose a team. You can choose from a list of teams, or you can create your own. The third step is to choose a map. You can choose from a list of maps, or you can create your own. The fourth step is to choose a time limit. You can choose from a list of time limits, or you can create your own. The fifth step is to choose a mode. You can choose from a list of modes, or you can create your own. The sixth step is to choose a region. You can choose from a list of regions, or you can create your own. The seventh step is to choose a team. You can choose from a list of teams, or you can create your own. The eighth step is to choose a map. You can choose from a list of maps, or you can create your own. The ninth step is to choose a time limit. You can choose from a list of time limits, or you can create your own. The tenth step is to choose a mode. You can choose from a list of modes, or you can create your own. The eleventh step is to choose a region. You can choose from a list of regions, or you can create your own. The twelfth step is to choose a team. You can choose from a list of teams, or you can create your own. The thirteenth step is to choose a map. 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