



# Minecraft Careers World

## Overview

Minecraft is a computer game that gives players a unique and completely interactive, digital world in which to play and learn. Often compared to 'digital LEGO', Minecraft allows players to build anything they can imagine, using blocks of material from stone and dirt to wool and gold, along with electrical and mechanical components such as wiring and pistons. Players can move and place any number of blocks in any way they wish, allowing them to create imaginative structures. Minecraft is an excellent system for modelling the real world and gives the opportunity to emulate it in terms of landscape, structures, processes and even interaction with people.

## Objectives

Skills Development Scotland's STEMWorld facilitates a series of interactive experiences where players can explore STEM careers. It comes complete with a city of industry, commerce and residential areas, agriculture, energy, food production and more.

## Suitable for

All ages – with single player and multi-player options. Play can be online or offline. For multi-player option online must be selected. Sessions can be facilitated by Skills Development Scotland

## Difficulty level

Offered at two levels – n00bs; for those who are new or inexperienced or who may require some support, and expert; for advanced users or for those looking for more challenging gameplay.

## Play time

STEMWorld Minecraft activities can offer hundreds of hours of learning. Short play indicates the session should last for around an hour. Long play indicates one hour +.

## How to

Players are provided with in-game and out-of-game instructions for each

activity. In-game actions are completed live, as the player plays the game. Out-of-game actions involve some preparation or research offline or with an SDS Adviser.

The following activities are available:

- Minecraft CV - create a CV for a fictional job/career in Minecraft
- Minecraft business - create your own business within Minecraft
- Minecraft job description - create a job description and advert then have your peers apply!
- Minecraft job interview - attend and/or conduct a job interview in Minecraft
- 'Today I'm a.....' - take on a job role in one of the industries in STEMWorld

## Pre/post-activity

- Pre-activity - at the time of booking, teachers are encouraged to visit My World of Work and use the Strengths tool with pupils
- Post-activity - teachers are encouraged to explore the related job profiles and industries on My World of Work with pupils and to use the resources in the partner area

## Experiences and outcomes

**TCH 3-03a** I can explore and use the features of a variety of familiar and unfamiliar software to determine the most appropriate to solve problems or issues.

**TCH 4-03a** I can approach familiar and new situations with confidence when selecting and using appropriate software to solve increasingly complex problems or issues.

### My World of Work links

Job profiles – [Computer games developer](#), [Software developer](#), [Web developer](#)

Modern Apprenticeships – [IT and Telecommunications](#)

Industries – [ICT and digital technologies](#)



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## Minecraft Careers World continued

**TCH 2-09a** Using appropriate software, I can work collaboratively to design an interesting and entertaining game which incorporates a form of control technology or interactive multimedia.

**TCH 3-09a** Using appropriate software, I can work individually or collaboratively to design and implement a game, animation or other application.

**TCH 4-09a** By learning the basic principles of a programming language or control technology, I can design a solution to a scenario, implement it and evaluate its success.

**TCH 2-14a** Through discovery and imagination, I can develop and use problemsolving strategies to construct models.

**TCH 3-14a** By using problem-solving strategies and showing creativity in a design challenge, I can plan, develop, organise and evaluate the production of items which meet needs at home or in the world of work.

### Career Management Skills

Strengths | Horizons | Networks

### Career Education Standard

**Second level** I can discuss the relevance of skills to the wider world and make connections between skills and the world of work.

**BGE** I can demonstrate and apply the skills I have learnt across the curriculum in relation to the world of work.

### Skills Investment Plans

ICT and digital technologies



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