


ScIC 6

SCIENCE IS COOL

- 01:00:06 Nichole Barwise: To use Minecraft Education Edition requires a purchased license for each user.
- 01:01:15 Margarida Leonardo: And Rocket League?
- 01:01:16 Angel Chacin: greetings from Maracaibo Venezuela, The math and computers sciences department of the National University of Security present here, Professor Angel Chacin
- 01:02:02 Deborah Shelvey: Hi Angel!!
- 01:02:26 Scott Kiessig - ScIC | PocketLab: Minecraft education is coming up next!
- 01:02:42 Angel Chacin: hello
- 01:02:45 Scott Kiessig - ScIC | PocketLab: Margarida- Rocket League is FREE!
- 01:02:45 Elizabeth Petritus: Does Fortnite require a purchased license for each user?
- 01:02:57 Theresa Vonbecker: Awesome, thanks for the update.
- 01:03:22 Margarida Leonardo: Thanks!
- 01:03:25 Elizabeth Petritus: Can Fortnite be played on an iPad or do you need a laptop?
- 01:03:41 Mariam Nouri: Yessss, Minecraft 
- 01:03:56 Scott Kiessig - ScIC | PocketLab: Learn more about Stephen and Minecraft here <https://www.thepocketlab.com/scic6-minecraft>
- 01:04:08 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up!
- 01:05:59 Jamie Weaver: Side bar- I am doing a Master's thesis on how to make science equitable for emergent multilingual students (ELL). I would love to hear everyone's opinions.
https://docs.google.com/forms/d/e/1FAIpQLSdvh71WG6O69QhV4BawoIAwlbUo36_pP-kAHpB5dBgi2mZMSw/viewform?usp=sf_link
- 01:06:14 Mariam Nouri: How much will it cost to get Minecraft for a class of 25?

01:07:04 Sam Nezzar: My boys learned geology from mine craft at such a young age. It was hilarious to hear them share & argue 😊

01:08:30 Mariam Nouri: I once taught biomes with Minecraft

01:08:34 Brenda Breil: The connection is poor.

01:08:54 Bridget Lambright-Tommelleo: I can't hear

01:08:54 Scott Kiessig - ScIC | PocketLab: Sorry for the connection!

01:09:03 zoom viewer: Stephen is in Scotland on a poor internet connection, but at least we can hear him

01:09:33 Roger Miller: yea true

01:09:55 Al Gonzalez: The ready-made lessons and worlds is a gamechanger!

01:10:15 Al Gonzalez: I could not make worlds like that myself but so many other amazing educators do and share them!

01:11:05 Farah Sherazi: is anyone else having voice missing?

01:11:26 zainoenisa allie: Hi there 🌻 I am totally new to Minecraft - so excuse my ignorant question. How does Minecraft compare to Roblox? My (9 & 12 year old) are playing Roblox for a while now and I want them to try Minecraft. It's difficult for me to sell Minecraft to them due to my ignorance 🤔

01:11:32 Farah Sherazi: Am missing part of the presentation

01:11:43 Farah Sherazi: the voice is intermittent

01:11:45 Rebecca Paynter: I can see and hear

01:12:10 NICOLE WEIL: @Farah it is a bit choppy. Poor connection on presenter end.

01:13:03 Farah Sherazi: okay, soone

01:13:22 Roger Miller: You are so good I could never build such things

01:13:31 Scott Kiessig - ScIC | PocketLab: Coming up next we have First Global and Filament Games!

01:13:43 Sam Nezzar: I wish Microsoft would figure out how to migrate those with original mojangles accounts.

01:13:47 Al Gonzalez: I can hear.

01:13:48 Nichole Barwise: Minecraft and Roblox are like comparing apples to oranges, Minecraft focuses on creativity and engineering where Roblox is more gameplay. Roblox studio would be more comparable to Minecraft.

01:14:16 Jason Patterson: Crosscutting content!

01:14:45 Scott Kiessig - ScIC | PocketLab: The recording will be available but unfortunately Stephens internet connection is causing our issues so the recording will be choppy as well.

01:15:14 Scott Kiessig - ScIC | PocketLab: We can talk with him about doing a stand alone event soon

01:15:34 zainoenisa allie: Activate the captions - at least you can still read if you can't hear properly?

01:15:53 Farah Sherazi: thanks

01:19:23 Brenda Breil: Is there a way of searching for what learning activities are where within within which game/world? For example, if I wanted to teach heredity, how would I know if that was available in Minecraft?

01:19:37 Faith Howell: In VA one of our standards involves comparing 3 native American groups in terms of how they adapt to their unique environments. This seems like a fabulous medium for making that more visual for kids.

01:20:03 Carol Brieseman: I'm just installing the education version while listening here. Can I put this on chrome books in the classroom though?

01:21:24 Bron Stuckey: Yes runs on chromebooks

01:21:55 Nuri Martini S.Si, M.Pd.: Good Morning from Indonesia, I am late to join. May I know where I can get the apps or how to create this games for my secondary math class.

01:22:19 Scott Kiessig - ScIC | PocketLab: Thanks to Dee Shelvey, you can find all the links being mentioned here
https://docs.google.com/document/d/1Ny3ozHssTHGuSDoYJxWNapOt_wuEx5sbCpE1IR9-uHw/edit?usp=sharing

01:22:34 ARTURO MENDEZ: Having choppy sound...

01:22:45 ARTURO MENDEZ: Is it generalized?

01:22:47 ARTURO MENDEZ: Oh it is...

01:22:47 Bron Stuckey: @Brenda you can search in the lessons page on the web for specific lessons and related worlds

01:23:10 Brenda Breil: Thanks

01:23:23 Missy Brosius: Do we need parent permission for students under 13?

01:23:54 Bron Stuckey: No parent permissions

01:24:56 Julie Earp: Can you code on the regular edition of Minecraft or only the Education edition?

01:25:08 Terri Williams: Is there a tutorial for "newbies" available online or on youtube. I would like to learn how to use Minecraft.

01:25:12 Bron Stuckey: Minecraft, Teams and Flipgrid make a great toolset

01:25:18 Al Gonzalez: Yes, there is a Chromebook version of Minecraft Education Edition.

01:26:04 Bron Stuckey: @Terri there are tutorial worlds inside the game that will take you through how to play and there are loads of youtube mini tutorials

01:27:06 Scott Kiessig - ScIC | PocketLab: <https://education.minecraft.net/>

01:27:30 Scott Kiessig - ScIC | PocketLab: Learn more about Stephen and Minecraft here <https://www.thepocketlab.com/scic6-minecraft>

01:28:26 Bron Stuckey: Education Edition is very extensible for k-10

01:28:43 Deborah Shelvey: Can you still make a Rube Goldberg machine in a world?

01:28:47 Al Gonzalez: Going to resources and lessons you can search:
<https://education.minecraft.net/en-us/resources/explore-lessons>

01:29:15 Mariam Nouri: Do you still have the creative mode in the education edition?

01:29:26 Bridget Lambright-Tommelleo: Someone mentioned earlier how to go online to play games if the school's equipment isn't up to par. Name of website?

01:29:37 Bron Stuckey: @Deborah yes you can make Rube G machine and there is a great lesson online in the lesson library to support that

01:30:16 Christal Gamble: I'm going to look for the Rube Goldberg Machine too!

01:30:22 Bron Stuckey: 2Mariam yes creative, survival and adventure modes of play are in MCEE

01:30:42 Deborah Shelvey: I heard about it from a another conference

01:30:49 Mabel Ludka: Do both teacher and student need a license? how is the best way for homeschoolers to purchase the license, as teacher or student?

01:31:22 Mariam Nouri: Could you please point us to license pricing?

01:31:24 Carol Brieseman: Thanks to Bron for supporting by answering questions as well here!

01:31:25 Christal Gamble: Same question. How can a homeschooler get a license? -@Mamasweetbaby

01:31:31 Edgar Hernandez: Just downloaded it. There's lessons that align to the Common core :D

01:31:52 Bron Stuckey: Homeschoolers can purchase a version for them and camps - different accounts the classroom version

01:32:36 Scott Kiessig - ScIC | PocketLab: <https://educommunity.minecraft.net/hc/en-us/articles/360047119092-FAQ-Availability-Pricing-and-Licensing>

01:32:55 Mabel Ludka: as parents or as students?

01:35:11 Julie Earp: Thank you!

01:35:29 Brenda Breil: Thank you!

01:35:35 Mai-Wah Cheung: Thank you, Dave and Stephen. Great session

01:35:41 Edgar Hernandez: Thank you!

01:35:42 Missy Brosius: Thank you!

01:35:42 Sylvie Kacmarcik: thank you !

01:35:48 Deborah Shelvey: Thank you Stephen and Baron

01:35:52 Nichole Barwise: Thank you!

01:35:55 Martha Aliaga: Yeah! Thanks

01:36:17 Scott Kiessig - ScIC | PocketLab: Access these PhET lessons and more at <https://app.thepocketlab.com/resources>

01:37:58 Michael Sabandeja: Good morning from Philippines. PheT greatly helpful

01:39:04 Robby Douthitt | PocketLab: Access these PhET lessons and more at <https://app.thepocketlab.com/resources>

01:40:59 Brandy Hepler: ok. That is cool...

01:41:13 Scott Kiessig - ScIC | PocketLab: Science is cool! :)

01:41:18 Danielle Lacy: @julie on Java Minecraft, the coding for something would be cold "Mods" downloaded on forge and really hard to code since they use actual coding and not blocks, but for server its plugins, and those are pretty easy to code and is not needed for downloads just install with the server help when making one, and for bedrock, PE, or windows 10 edition they are called add-ons and easy to code since most add-ons are coded with blocks

01:41:47 Mariam Nouri: Now the question is what type of soup rolls downhill faster!

01:42:01 Obabori Hezekiah Friday: phet simulation is great.

01:42:20 Scott Kiessig - ScIC | PocketLab: Mariam- Get a Pocketlab voyager and try it out! <https://www.thepocketlab.com/store/pocketlab-voyager>

01:42:29 Sayda Mejia: thank you!

01:43:09 Dagmar Preusker: that was really interesting.

01:43:17 Laurie Kinna: Is there going to be a recording of this presentation made available?

01:43:36 Oghaghare Okobiah: yes

01:43:42 Michael Sabandaja: Thank you. that was awesome!

01:43:48 Scott Kiessig - ScIC | PocketLab: The recordings will be edited and published in a week or so!

01:44:07 Mariam Nouri: Scott --- If I had extra money I would buy all these things.

01:44:26 Scott Kiessig - ScIC | PocketLab: Need an easy way to buy for your science department? <https://www.thepocketlab.com/bundles>

01:44:45 Scott Kiessig - ScIC | PocketLab: Luis- Certs will be mailed out tomorrow

01:44:55 Sayda Mejia: 🇧🇪

01:44:56 Janet Littlejohn: Thank you to all who produced this extraordinary and informative event. I teach 4th grade and will advocate for our schools to incorporate more esport and gaming into our curriculum. Thanks!

01:45:00 Sayda Mejia: 😊

