STATE OF MICHIGAN
DEPARTMENT OF EDUCATION
LANSING

RICK SNYDER
GOVERNOR

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INTERIM STATE SUPERINTENDENT

MEMORANDUM

DATE: December 6, 2018

TO: Local and Intermediate School District Superintendents, Public School Academy Directors, and Nonpublic School Administrators

FROM: Venessa A. Keesler, Ph.D., Deputy Superintendent *Venessa*
              Division of Educator, Student, and School Supports

SUBJECT: Michigan's Minecraft: Education Edition Landmark Challenge and Professional Learning Community

At the beginning of the 2018-19 school year, the Michigan Department of Education (MDE) launched the year two Michigan Minecraft: Education Edition (M:EE) pilot program providing over 70,000 M:EE licenses to school districts across the state. Now, the MDE would like to announce the first ever Michigan M:EE Landmark Challenge. The Michigan M:EE Landmark Challenge is an event where students can build a Michigan Landmark in Minecraft using the M:EE community landmarks lesson. The M:EE world/landmark will be reviewed by a panel of M:EE Champions (Michigan educators, MDE staff, and Microsoft Minecraft staff). All districts and students that submit a landmark will be recognized on the MDE, techplan.org website and their landmark worlds will be shared on the #GoOpen Michigan Repository. The top three worlds will receive a Michigan M:EE SWAG bag and the students that create the top landmark will receive an opportunity to be on a live webcast with the Microsoft Minecraft team to share about their learning experiences.

The Michigan M:EE Landmark Challenge begins today! Submissions must be received by February 1, 2019 in the #GoOpen Michigan Repository Minecraft: Michigan Group as a shared resource. Upload instructions can be found at www.techplan.org/rdi/minecraft.

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Educators are encouraged to sign-up for the Michigan M:EE Professional Learning Community in the #GoOpen Michigan Repository under groups. The M:EE PLC will provide an amazing network of educators championing the use of M:EE, sharing resources, lessons learned, and best practices. The latest information on what's new and opportunities to provide feedback to Microsoft's M:EE product owner for updates and improvements will also be shared and gathered through the #GoOpen Michigan Repository M:EE PLC Group.

For more information on the M:EE Landmark Challenge or joining the M:EE Professional Learning Community, please contact Matt Hawkins, Michigan M:EE PLC Coordinator at mbhawkins@gulllakecs.org. For questions regarding the Michigan Minecraft: Education Edition Pilot Project please contact Amanda Stoel, Department Analyst at stoela@michigan.gov.

cc: Michigan Education Alliance