STATE OF MICHIGAN
DEPARTMENT OF EDUCATION
LANSING

GRETCHEN WHITMER
GOVERNOR

MICHAEL F. RICE, Ph.D.
STATE SUPERINTENDENT

MEMORANDUM

DATE: December 5, 2019

TO: Local and Intermediate School District Superintendents
Public School Academy Directors

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

SUBJECT: Michigan Minecraft: Education Edition Program Updates

The Michigan Minecraft: Education Edition (M:EE) pilot program, appropriated in section 64d of State School Aid Act, will be concluding. The free Minecraft: Education Edition licenses will expire on January 29, 2020. However, Michigan Department of Education (MDE) is committed to providing high-quality professional learning and student programming through the end of the 2019-2020 academic year, as well as sharing information on how districts can renew or obtain MinecraftEDU licenses to continue programming currently underway.

Licensing Information
Some districts may have access to MinecraftEDU licenses through an Enrollment for Education Solutions (EES) Contract, such as an A3 or A5. The EES is the REMC SAVE Microsoft Education contract in the state of Michigan. Work with district technology staff to:

- determine if you have licenses through a district A3 Microsoft Suite contract; and

- confirm the expiration date of the licenses in your store front/Microsoft Tenant. Instructions for checking your expiration date can be found at: https://minecrafteducation.zendesk.com/hc/en-us/articles/360001597247-Assigning-Licenses-for-Minecraft-Education-Edition.

Districts that do not have a Microsoft contract through the EES will need to go directly to Microsoft at https://minecrafteducation.zendesk.com/hc/en-us/articles/360001432847-Purchasing-licenses-for-Minecraft-Education-Edition- to purchase licenses.

Professional Learning Opportunities

- *Minecraft: Education Edition Play Dates*
  In partnership with REMC, Kalamazoo RESA, and Genesee ISD, MDE is hosting two M:EE Play Dates. The first will be hosted by Kalamazoo RESA on December 11, 2019 and the second hosted by Genesee ISD on December 13, 2019. These events will offer educators time to self-identify their comfort level, attend break-out sessions that meet their needs, and learn with and from others. Educators will learn more about how Minecraft: Education Edition can positively impact student demonstrations of learning and will leave ready to integrate it into their classroom the next day.

  More information can be found in the promotional flyer at: https://www.smore.com/kmepv; and participants may register at: https://forms.gle/8LN1nKanFgZooChw5.

- *Michigan Minecraft: Education Edition Professional Learning Community (PLC)*
  Join a community of educators using Minecraft in the classroom by visiting the #GoOpen Michigan Repository at https://goopenmichigan.org/. Click on groups to find the Minecraft Michigan PLC. This group 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 be gathered and shared through this group.

Student Programming

- *Hour of Code*
  Minecraft has an Hour of Code lesson available for second grade and up. The lesson is aligned with the 2019 Hour of Code theme of "computer science for good," and helps begin the conversation regarding artificial intelligence. The Hour of Code can be an excellent introduction for students and educators to Michigan's recently adopted K-12 Computer Science Standards, found at www.michigan.gov/mde-cs.

- *Student Build Challenge*
  The Michigan Student M:EE Build Challenge is an event where students are challenged to build a setting from their favorite story or novel. They can build by themselves, in a small group, or as the whole class. Entries are due December 20, 2019 and need to be submitted at https://docs.google.com/forms/d/e/1FAIpQLScLueQ50lG6Ll0bz0IaBIFeT6MOMq_oxGjJVrz384qjGYvV6w/viewform.

For more information on the Playdates, joining the M:EE Professional Learning Community or the student build challenge, 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 at stoela@michigan.gov.

cc: Michigan Education Alliance