

Using Minecraft in the Classroom

The results will help us understand the people we're working with better, to tailor instruction, and to spur some ideas for class participation.

* Required

What's your comfort level with using computers? *

1 2 3 4 5

Not very confident Very confident

What roles describe you at your school? *

- Primary grade teacher (K-2)
- Intermediate level teacher (3-5)
- Middle level teacher (6-8)
- Secondary level teacher (9-12)
- Post secondary teacher
- School counselor
- Media / resource specialist
- School administration
- Other:

In what content areas do you work with students regularly? *

- Science
- Math
- Art
- Language Arts
- Technology
- Business
- Biology
- Social Studies
- Physical Education

Compared to your an average member of your class, or one of your own children perhaps, how familiar are you with computer / console gaming in general? *

(1 being much less familiar, 5 being much more familiar)

1 2 3 4 5

The kids are crazy better I'm 1337 around here

How familiar are you with Minecraft / MinecraftEdu in particular? *

1 2 3 4 5

Not at all familiar Very familiar**What type of computers would you primarily be using in your classroom? ***

- Intel-based Macintosh OS X (most flat panel iMacs, Mac Mini, MacBook, MacBook Pro, MacBook Air, MacPro)
- PPC-based Macintosh (eMac, colored iMacs, iBook)
- Windows XP, Windows 7, Windows 8 based laptop or PC
- iOS based mobile device, such as an iPad, iPad Mini, iPhone, or iPod
- Android based mobile device, such as a Samsung Galaxy III
- Other tablet
- Chromebook
- Not sure at this time
- Other:

How frequently do you use the following forms of online communication? *

	Never	Monthly	Weekly	Daily
A course management system, such as Edmodo, Moodle, or Blackboard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Google Applications, such as Google Sites, or Google Documents	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Email	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Instant Messaging	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Skype	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Online meeting space, such as Google Hangout, WebEx, etc.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Twitter	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Bloggng platform such as Wordpress, Blogger, Weebly, Livejournal, etc.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Facebook	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

What course content delivery schedule suits your learning preferences best? *

Asynchronous: learner engages with online content independently on their own time. Synchronous - scheduled real time interaction between course participants.

- Completely asynchronous
- Mostly asynchronous, with some synchronous help sessions periodically scheduled
- A balance between asynchronous and synchronous

Frequent synchronous sessions

Other:

What is an example of an interesting design or engineering problem in your community that is in the public spotlight currently? *

Such as the design of a public building, a proposed infrastructure project, a re-creation of an old historical district, etc.

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