

ANAHEIM

Reimagining the Community School

GRADES 6–8

TEAM OF 4

BATTLE OF THE COUNTIES



YOUR CHALLENGE

Learn from Anaheim. Then reimagine what your school could become.

BEFORE YOU BUILD:

Talk to the NPCs →

Visit community spots →

Open the resources →

Take notes

1

Build Your Vision

in Minecraft Education

Design a Community School proposal that responds to a need, strength, or opportunity you found in Anaheim.

- **3+ features** that work together
- Show who it serves and what it addresses
- Connect to **1+ community** strength, resource, organization, or partner from Anaheim

2

Add a Board

place 1+ near your build

Your Board must include:

Project Name

The Opportunity

Our Idea

Who It Serves

Community Connection

Why It Matters

Need help? [How to use Boards](#)

3

Create an NPC

1+ character who explains your idea

- Give it a **name** and a **job** tied to your build
- Use dialogue to explain your idea and why it matters
- Add **1+ external link** that supports your idea

Need help? [How to create an NPC](#)

4

Record a Tour

a video walkthrough of your build

≤ 3 MIN

EVERY VOICE

MP4

- Show your build, Board, and NPC
- Name the need, strength, or opportunity
- Explain what you learned and how it shaped your design
- Tell who benefits, what community connection supports it, and why it's worth considering

Screen recording: [Windows / PC](#) | [Chromebook](#)

Other recorders OK with teacher approval — export to MP4.



SHOW WHAT YOUR TEAM LEARNED.

Rubric on next page →

Anaheim Community School Design Rubric



TEAM SCORE

____ / 16



CRITERIA	1 Emerging	2 Developing	3 Progressing	4 Excelling	PTS
Community School Challenge Does it respond to a real need?	Doesn't clearly address the challenge.	General idea; purpose or link to the challenge is limited.	Clearly responds to a need, strength, or opportunity and shows how it strengthens the school community.	Strong understanding; responds thoughtfully to a <i>meaningful</i> need, strength, or opportunity.	____ / 4
Community Learning & Evidence Did Anaheim shape it?	Doesn't use learning from Anaheim.	Mentions a community idea or resource, but the link is weak.	Uses Anaheim learning and connects to 1+ community strength, resource, organization, or partner.	Convincingly connects a school need to community strengths that could help address it.	____ / 4
Design & Creativity Is the build purposeful?	Incomplete or doesn't represent the proposal.	Some purposeful design; features limited or loosely connected.	3+ purposeful features that support a clear, creative solution.	Original, detailed, and purposeful; features work together as a meaningful solution.	____ / 4
Communication & Team Voice Board · NPC · source · tour	Board, NPC, source, or tour missing. Participation unclear.	Some parts done; explanation, source, or team voice limited.	Board explains clearly, NPC gives context + a relevant source, tour includes every voice .	A clear, persuasive proposal. Everyone contributes meaningfully and explains why it matters.	____ / 4

Level 3 = all requirements met. Level 4 = goes beyond.