

ANAHEIM

Reimagining the Community School

GRADES 9–12

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

Develop a Community School proposal that responds to a meaningful need, strength, or opportunity you identified in Anaheim.

- **4+ purposeful features** that work as one proposal
- Show who it serves and what it addresses
- Ground design choices in specific Anaheim learning
- Connect to **realistic** community assets, partners, resources, or expertise

2

Add a Board

place 1+ near your build

Your Board must include:

Project Name

The Opportunity

Our Proposal

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
- Use Anaheim evidence + your external source to justify key choices
- Explain who benefits, which partners make it possible, and why it deserves serious consideration

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 Need · audience · impact	No clear need, strength, opportunity, or intended impact.	General issue identified; purpose and impact partly developed.	Responds to a meaningful need, strength, or opportunity; shows who it serves and how it strengthens the school community.	Deep understanding; a thoughtful, relevant response with clear intended impact.	____ / 4
Community Learning & Evidence Anaheim + credible source	Not grounded in Anaheim learning or outside evidence.	Limited reference to assets, perspectives, or evidence; link to design unclear.	Uses specific Anaheim learning + a credible external source to connect to realistic assets, partners, resources, or expertise.	Synthesizes learning, perspectives, assets, and credible evidence to justify why the connections make sense.	____ / 4
Design & Creativity Original · coherent · feasible	Incomplete or no coherent solution.	Some purposeful elements, but underdeveloped or not mutually supporting.	4+ purposeful elements forming an original, coherent, feasible proposal.	Original, detailed, and intentional; design choices create a compelling solution.	____ / 4
Communication & Team Voice Board · NPC · evidence · tour	Board, NPC, evidence, or tour missing. Participation unclear.	Some parts done; rationale, evidence, presentation, or team voice limited.	Concise Board, NPC offers a credible perspective + relevant source, tour explains design choices with every voice .	A persuasive civic proposal. Everyone contributes meaningfully and advocates for why it deserves consideration.	____ / 4

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