

CATALINA ISLAND

Island in Balance

GRADES 6–8

TEAM OF 4

BATTLE OF THE COUNTIES

YOUR CHALLENGE

Build for Catalina. Create something that responds to a need or opportunity you discovered on the island.

BEFORE YOU BUILD:

Avalon & tourism →

Wildlife & habitat →

Wildfire & restoration →

Find a need

1

Build Your Vision

in Minecraft Education

Create a proposal for the former Cubs spring-training area that responds to a need or opportunity you found on Catalina.

- **3+ features** that work together as one idea
- Use evidence or perspectives from Catalina to show how it **connects to the island**
- Show who or what it serves, how it's used, and why it could make Catalina better

2

Add a Board

place 1+ near your build

Your Board must include:

Project Name

The Need or Opportunity

Our Proposal

Who or What It Serves

What We Learned

Catalina 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
- Explain the need or opportunity
- Explain how evidence, perspectives, or connections from Catalina shaped your design
- Tell who or what it serves, how its features work together, and why Catalina should consider it

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

Other recorders OK with teacher approval — export to MP4.



SHOW WHAT YOUR TEAM LEARNED.

Rubric on next page →

Catalina Island Design Rubric



TEAM SCORE

____ / 16

CRITERIA	1 Emerging	2 Developing	3 Progressing	4 Excelling	PTS
Catalina Design Challenge Need · place · purpose	Doesn't clearly address a Catalina need or opportunity.	General idea; purpose or intended impact is limited.	Clearly responds to a Catalina need or opportunity and shows who or what it could serve.	Strong understanding of Catalina; a thoughtful, place-based response to a <i>meaningful</i> need or opportunity.	____ / 4
Learning, Evidence & Connections Why here?	Doesn't use learning from Catalina.	Mentions a fact or perspective, but the link to the design is weak.	Uses relevant evidence, perspectives, or system connections from Catalina to support design choices.	Specific evidence and multiple connections or perspectives make a convincing case that the idea fits Catalina.	____ / 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 proposal.	Original, detailed, and intentional; a meaningful response to Catalina's people, place, and context.	____ / 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 presents reasoning with every voice .	A clear, persuasive proposal. Everyone contributes meaningfully and explains why the idea belongs on Catalina.	____ / 4

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