

IRVINE

Community & Mental Wellness

GRADES 3–5

TEAM OF 4

BATTLE OF THE COUNTIES



YOUR CHALLENGE

Design a community space that helps people feel healthy, connected, supported, and like they belong.

BEFORE YOU BUILD: Explore Great Park → Hear perspectives → Visit Be Well OC → Take notes

1

Build Your Vision

in Minecraft Education

Create a community wellness space based on something you learned in Irvine.

- **2+ features** that help people feel healthy, connected, supported, or like they belong
- Use something you learned exploring Irvine
- Make it clear how people would use the space

2

Add a Board

place 1+ near your build

Your Board must include:

Project Name

Our Idea

Who It Helps

How It Helps

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 what you created and who it's for
- Share something you learned in Irvine
- Tell how it helps people feel healthy, connected, supported, or like they belong

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

Other recorders OK with teacher approval — export to MP4.

Irvine Community Wellness Design Rubric



TEAM SCORE

____ / 16



CRITERIA	1 Emerging	2 Developing	3 Progressing	4 Excelling	PTS
Irvine Wellness Challenge Does it help people thrive?	No clear community wellness idea yet.	Shows an idea, but how it supports wellness or belonging isn't clear.	Clearly shows how it helps people feel healthy, connected, supported, or like they belong.	Thoughtful understanding of community wellness; a meaningful way to help people thrive.	____ / 4
Irvine Learning & Connection Did Irvine shape it?	No connection to Irvine learning yet.	Mentions Irvine, but the link to the build is unclear.	Uses at least 1 useful idea or piece of learning from Irvine.	Clearly shows how Irvine learning shaped the design and the people it supports.	____ / 4
Design & Creativity Is the build purposeful?	Incomplete, or purpose is hard to understand.	Some purposeful features, but they need more detail.	2+ purposeful features that support the wellness idea.	Creative, purposeful features work together to create a welcoming wellness space.	____ / 4
Communication & Team Voice Board · NPC · link · tour	Board, NPC, link, or tour missing. Team voices unclear.	Some parts done; explanation or teamwork unclear.	Board & NPC explain the idea, NPC has a relevant link, tour includes every voice .	All parts work together to explain the idea and how it strengthens community wellness. Everyone contributes meaningfully.	____ / 4

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