

IRVINE

Community & Mental Wellness

GRADES 6–8

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 proposal based on needs, strengths, or opportunities you found in Irvine.

- **3+ features** that work together
- Show who it serves and **how people would use** the space
- Use Irvine learning to show how it supports wellness, connection, belonging, accessibility, or support

2

Add a Board

place 1+ near your build

Your Board must include:

Project Name

Our Idea

Who It Serves

What We Learned

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 the need, strength, or opportunity
- Explain what you learned and how it shaped your design
- Tell who it serves, how people would use it, and why it could help the community thrive

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

Other recorders OK with teacher approval — export to MP4.



SHOW WHAT YOUR TEAM LEARNED.

Rubric on next page →

Irvine Community Wellness Design Rubric



TEAM SCORE

____ / 16



CRITERIA	1 Emerging	2 Developing	3 Progressing	4 Excelling	PTS
Irvine Wellness Challenge People · place · purpose	Doesn't clearly address wellness, connection, or belonging.	General wellness idea; purpose or intended users are limited.	Responds to a need, strength, or opportunity and shows how it supports wellness, connection, belonging, accessibility, or support.	Strong understanding of community wellness; thoughtfully connects people, place, and purpose.	____ / 4
Community Learning & Evidence Did Irvine shape it?	Doesn't use learning from Irvine.	Mentions an Irvine idea or resource, but the link is weak.	Uses relevant Irvine learning to support design choices and intended impact.	Specific learning and perspectives convincingly connect community needs to the design.	____ / 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 wellness proposal.	Original, detailed, and purposeful; a meaningful space that could help people thrive.	____ / 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 team thinking with every voice .	A clear, persuasive proposal. Everyone contributes meaningfully and explains why the idea matters.	____ / 4

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