

IRVINE

Community & Mental Wellness

GRADES 9–12

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 place-based wellness proposal informed by what you learned in Irvine.

- **4+ purposeful features** that work as one proposal
- Identify the need, who it serves, and how people use the space
- Justify key choices with Irvine learning + a credible external source
- Consider **accessibility, inclusion**, constraints, or tradeoffs among needs

2

Add a Board

place 1+ near your build

Your Board must include:

Project Name

Community Need or Opportunity

Our Proposal

Who It Serves

Evidence & 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
- Explain the need or opportunity and who it serves
- Justify key choices with Irvine evidence + your external source
- Address a tradeoff, accessibility need, or constraint and how it builds wellness

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 Need · users · impact	No clear wellness need, intended users, or intended impact.	General wellness idea; purpose, users, or impact only partly developed.	Responds to a meaningful need; shows who it serves and how it builds wellness, connection, or belonging.	Deep understanding of whole-community wellness; a people-centered response with clear impact.	____ / 4
Evidence, People & Tradeoffs Irvine + credible source	Not grounded in Irvine learning or outside evidence.	Limited reference to Irvine, evidence, perspectives, or constraints.	Uses Irvine learning + a credible external source to justify design; weighs a tradeoff , access need , or constraint .	Synthesizes evidence, perspectives, and context; addresses competing needs, accessibility, or constraints.	____ / 4
Design & Creativity Original · inclusive · feasible	Incomplete or no coherent solution.	Some purposeful elements, but underdeveloped or not mutually supporting.	4+ purposeful elements forming an original, coherent, feasible wellness proposal.	Original, detailed, inclusive, and intentional; a compelling space that supports people in multiple ways.	____ / 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 proposal. Everyone contributes meaningfully, explaining impact, tradeoffs, and how it helps the community thrive.	____ / 4

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