

SAN JUAN CAPISTRANO

History, Culture & Community Identity

GRADES 6–8

TEAM OF 4

BATTLE OF THE COUNTIES



YOUR CHALLENGE

Carry forward **something meaningful about San Juan Capistrano's history, culture, or identity.**

BEFORE YOU BUILD:

Acjachemen culture



The Mission



Heritage today



Whose stories?

1 Build Your Vision

in Minecraft Education

Create a place that preserves, shares, interprets, or carries forward something meaningful about San Juan Capistrano.

- **3+ features** that work together
- Show **whose stories**, traditions, places, or perspectives shaped your design
- Explain what visitors would learn or experience and why it matters for future generations

2 Add a Board

place 1+ near your build

Your Board must include:

Project Name

What We Are Carrying Forward

Our Idea

Who It Serves

What People Will Experience

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 chose to carry forward and why
- Explain what you learned and whose stories or perspectives shaped your design
- Tell who it serves, what visitors experience, and why it matters for future generations

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

Other recorders OK with teacher approval — export to MP4.



SHOW WHAT YOUR TEAM LEARNED.

Rubric on next page →

San Juan Capistrano History, Culture & Identity Rubric



TEAM SCORE

____ / 16

CRITERIA	1 Emerging	2 Developing	3 Progressing	4 Excelling	PTS
History, Culture & Identity Challenge Past · present · future	Doesn't clearly identify what it preserves, shares, interprets, or carries forward.	General historical or cultural idea; purpose or significance is limited.	Clearly carries forward something meaningful and explains what visitors would learn or experience.	Strong understanding of community identity; thoughtfully connects past, present, and future.	____ / 4
Community Learning & Perspectives Whose stories?	Doesn't use San Juan Capistrano learning.	Mentions a fact or perspective, but the link to the design is weak.	Uses relevant learning + 1+ perspective to support what the team carries forward.	Specific learning and multiple perspectives make a convincing case for whose stories, traditions, or places are represented and why.	____ / 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 creating a clear, meaningful visitor experience.	Original, detailed, and purposeful; helps people learn, gather, reflect, experience culture, or connect generations.	____ / 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 this part of the story should be carried forward.	____ / 4

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