

SANTA ANA

Civic Leadership & Local Government

GRADES 9–12

TEAM OF 4

BATTLE OF THE COUNTIES



YOUR CHALLENGE

Use your civic voice to create a proposal that could make a community better.

BEFORE YOU BUILD: Follow the e-bike case → Hear perspectives → Check evidence → Pick your issue

1 Build Your Vision

in Minecraft Education

Develop a civic proposal for a meaningful community need or opportunity.

- **4+ purposeful features** that work as one proposal
- Identify who is affected, who it serves, and which **decision makers or groups** could help
- Justify it with Santa Ana learning + a credible external source
- Address **1+ competing perspective**, tradeoff, constraint, or implementation challenge

2 Add a Board

place 1+ near your build

Your Board must include:

Project Name

The Issue or Opportunity

Our Proposal

Who It Serves

Evidence & Perspectives

Who Could Help

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 issue, who is affected, and the intended impact
- Justify key choices with Santa Ana evidence + your external source
- Address a competing perspective or tradeoff and who must be involved to act

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

Other recorders OK with teacher approval — export to MP4.



SHOW WHAT YOUR TEAM LEARNED.

Rubric on next page →

Santa Ana Civic Design Rubric



TEAM SCORE

____ / 16



CRITERIA	1 Emerging	2 Developing	3 Progressing	4 Excelling	PTS
Civic Design Challenge Need · people · impact	No clear community need, affected group, or intended impact.	General issue; purpose, affected groups, or impact only partly developed.	Responds to a meaningful need or opportunity; identifies who is affected, who it serves, and the intended impact.	Deep understanding of civic problem solving; a thoughtful, actionable response to a meaningful issue.	____ / 4
Evidence, Perspectives & Civic Process Evidence + path to action	Not grounded in evidence, perspectives, or civic learning.	Limited reference to evidence, perspectives, decision makers, or civic process.	Uses Santa Ana learning + a credible external source , considers a perspective or tradeoff, and names who could help .	Synthesizes evidence, perspectives, and civic process to address competing priorities and map a realistic path to action.	____ / 4
Design & Creativity Original · coherent · feasible	Incomplete or no coherent solution.	Some purposeful elements, but underdeveloped or not mutually supporting.	4+ purposeful elements forming an original, coherent, feasible civic proposal.	Original, detailed, and intentional; a compelling proposal responsive to the issue and its context.	____ / 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 reasoning with every voice .	A persuasive civic proposal. Everyone contributes meaningfully, explaining impact, tradeoffs, stakeholders, and why the community should consider it.	____ / 4

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