



MINECRAFT SOLUTIONS (mini-course)

Fridays, April 3-May 1 (no class Apr 10; 4 weeks)

12:00pm-1:30pm

Ages 8-12

Minecraft enthusiasts explore real-world conservation, sustainability and engineering solutions. Students must bring a laptop for these labs.

Instructor: Ashley Blocker, BSc

Location: STEM Lab (suite 21)

Full mini-course - \$90 OR \$25/lab (plus \$0.99 AH fee)

10% off sibling discount

Register for mini-course or individual labs.

LAB SCHEDULE:

OCEAN HEROES – April 3

Students embark on an underwater adventure to explore and protect marine ecosystems as they simulate rescuing coral reefs, mangroves, and kelp forests, learning real-world conservation skills while investigating how plants and animals interact to maintain biodiversity in oceans. Students must bring a laptop for this class.

FARM TO TABLE SUSTAINABILITY – April 17

Students follow the journey of food from farm to grocery store, exploring sustainable farming practices along the way. They visit farms to learn about soil conservation, crop rotation, and water pollution, tour waste and recycling facilities to see how soil and packaging are renewed, and see how products are packaged and returned to the store, connecting sustainability to everyday life. Students must bring a laptop for this class.

PANGOLIN CONSERVATION – April 24

Students explore pangolins and the threats they face from trafficking, as they learn about their unique characteristics, habitats, and why they are the most trafficked mammal in the world. Students create or revise simulations to test solutions that reduce human impacts on biodiversity. Students must bring a laptop for this class.

WILDLIFE BRIDGE ENGINEERING – May 1

Students explore the importance, history, design, and engineering principles of wildlife bridges as they study real-world examples, design and construct a functional wildlife bridge in Minecraft, and present their completed design while explaining their engineering choices. Students must bring a laptop for this class.