
DREAM BIG with Minecraft Design Event Guide For ASLA Chapters

A special program of ASLA Career Discovery and Diversity
DREAM BIG with Design, A Showcase of Landscape Architecture



American Society of
Landscape Architects

Table of Contents

Introduction/Background	3
Goals and Objectives	4

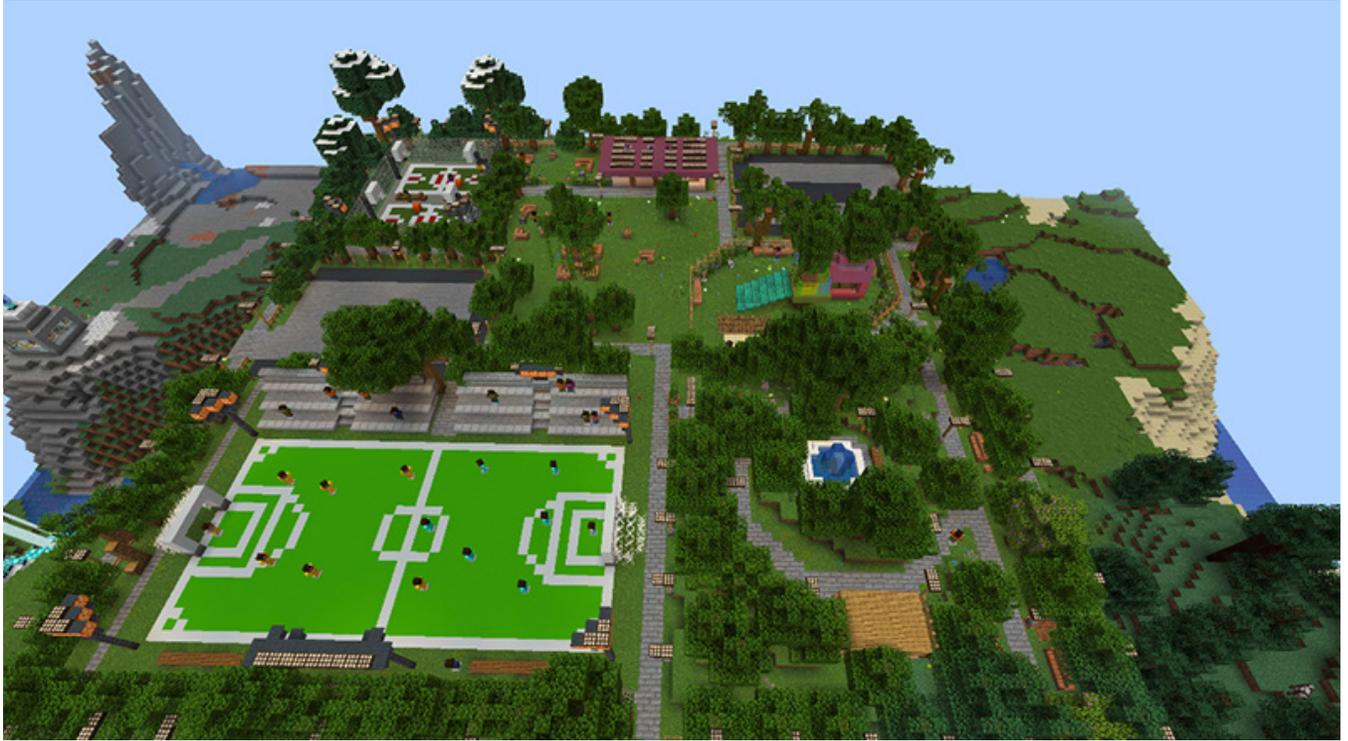
1. Exploring The Digital World of Minecraft and Landscape Architecture	5
1.1 What is Minecraft?	5
1.2 Why Minecraft? Making the Case: Block by Block Connections to Landscape Architecture	5
1.3 Global Impact of Minecraft: An Innovative Design Tool for Landscape Architects	6

2. Getting Started	7
2.1 Pre-Planning Activities	7
2.2 Planning Your DREAM BIG with Minecraft Design Event	9
2.3 Launching DREAM BIG with Minecraft Design Event	17

3. Ending Your DREAM BIG with Minecraft Design Event	20
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4. Additional Resources	23
4.1 Tips for Playing and Designing with Minecraft	23
4.2 ASLA Career Discovery Resources	25

Introduction/Background



Developed by Mojang, Minecraft is an open-world game where players collaborate to design and break apart a variety of blocks in three-dimensional worlds to create community spaces and structures. Microsoft recognized the educational potential of the game and launched Minecraft: Education Edition, which is now used in classrooms globally through Discovery Education.

Winning design created by high school students from the Design and Architecture Senior High School (DASH) in Miami, Florida. Photo provided by: Park University

In June 2021, ASLA broadened its Career Discovery programming by launching its first virtual design event, DREAM BIG with Minecraft, a fully remote competition for high school students in Washington, DC, Miami, Florida and New York City. One year later, ASLA hosted DREAM BIG with Minecraft Design Camps in Washington, DC and Sacramento, CA.

Building on the success of the 2021 design competition and 2022 design camps, ASLA is pleased to offer the DREAM BIG with Minecraft Design Guide for ASLA chapters.

The purpose of this guidebook is to provide a framework for how ASLA chapters can host a DREAM BIG with Minecraft Design Event. We are excited to share this resource with you in hopes of creating the next generation of landscape architects.

Goals and Objectives

The primary objectives of the DREAM BIG with Minecraft Design Guide are to:

- Create long-term partnerships between ASLA chapters and local school/community groups using an innovative educational resource.
- Teach students landscape architecture design concepts using Minecraft.
- Introduce pathways to landscape architecture programs throughout the country.
- Engage university program chairs in the active recruitment of high school seniors.
- Increase enrollment in landscape architecture programs.

Participating chapters will learn how to:

- Host Minecraft design events in a variety of educational settings.
- Promote local design events.
- Secure funding and other support for their local event.
- Connect students to ASLA's community of university program chairs.

Participating students will learn:

- Landscape architecture design concepts.
- Real-time collaboration and problem-solving skills.

By joining our growing community of members who engage youth with Minecraft, ASLA DREAM BIG with Minecraft events will be offered to hundreds of students.

1. Exploring The Digital World of Minecraft and Landscape Architecture



1.1 What is Minecraft?

Minecraft is a digital game that mimics Legos, and players use blocks to build all kinds of spaces. Kids have created vast digital spaces in Minecraft, and the game is utilized by educators from all over the world to teach a range of lessons. Minecraft is also used by the Block by Block Foundation, an organization that brings together Mojang, Microsoft, and the United Nations to help communities reimagine outdoor spaces.

1.2 Why Minecraft? – Making the Case: Block by Block Connections to Landscape Architecture

Going back to the beginning of time, people played games and used them to learn new skills. Think back to your childhood. There might have been games you played that had a positive influence on you. Now imagine your favorite childhood game in an online environment. The recent advancements in technology and access to the internet have made it possible to play games online

with people from all over the world, and Minecraft has become a popular game with fun, natural connections to landscape architecture.

1.3 Global Impact of Minecraft: An Innovative Design Tool for Landscape Architects

Take a moment to see real-world applications of Minecraft as a fun, effective design tool (click on the links below).

- [Youth in Kosovo came together to redesign the once-neglected Sunny Hill marketplace \(2:55\)](#)¹
- [Building Real-World Community with Minecraft in Anaheim, California with ASLA member Pamela Galera \(The DIRT\)](#)²
- [Building Community Ownership In Mumbai](#)³
- [ASLA DREAM BIG with Minecraft In the News \(Paysalia\)](#)⁴
- [NextGen Landscape Architecture: Unleashing Student Creativity and Engagement with Minecraft](#)⁵
- [ASLA DREAM BIG with Minecraft Design Camps Spark Imagination, Creativity, and Problem-Solving](#)⁶
- [Landscape Architecture Skills Students Learn in Minecraft \(Land8\)](#)⁷

¹ <https://www.youtube.com/watch?v=wGFRz39Lj3I&t=2s>

² <https://web.archive.org/web/20221003105235/https://dirt.asla.org/2018/10/23/building-real-world-community-with-minecraft/>

³ <https://www.blockbyblock.org/projects/mumbai>

⁴ <https://www.paysalia.com/en/blog/expertise/minecraft-landscaping-competition>

⁵ <https://vimeo.com/show-case/880155/video/611004743>

⁶ <https://www.asla.org/land/Land-Article.aspx?id=61581>

⁷ <https://land8.com/10-real-life-skills-a-landscape-architect-can-learn-from-the-game-of-minecraft/>

2. Getting Started



2.1 Pre-Planning Activities

- 2.1.1 DETERMINE CHAPTER RESOURCES BANDWIDTH
- 2.1.2 PARTNER WITH YOUR LOCAL SCHOOL OR COMMUNITY GROUP
- 2.1.3 DESIGN THE PROGRAM
- 2.1.4 ENGAGE THE INFORMATION TECHNOLOGY TEAM EARLY

2.1.1 Determine Chapter Resources Bandwidth

At least 2-3 members should be available to serve as ASLA Mentors who will lead your Minecraft design event and its student teams from beginning to end.

Here are some general expectations of ASLA Mentors:

- Commit to mentoring and supporting a team of students throughout your Minecraft design event.

- Commit to working with a school or local community partner.
- Secure volunteers to assist with event preparation, planning, execution, and closing.
- Meet with information technology professionals early to secure technology and game access for all student participants.

2.1.2 Partner with Your Local School or Community Group

Seek Out Local Schools

Talk with your local ASLA members to see if they know anyone in the local community. Do they know a teacher at a school? Is there a library nearby with a computer lab? Be creative and open to new ideas.

Identify a New Partner

If you are new to the community or doing this activity for the first time, start with developing a list of nearby schools or community centers where you could do an event.

Connect with Decision-makers

After you identify a school or community center, see if there is anyone you can contact about the event. A school principal, STEM program teacher, or community center manager are good starting points.

Spend time explaining what landscape architects do and what opportunities are available to students. This might be the first time teachers are hearing about landscape architecture.

2.1.3 Design the Program

Work with your local school or community group lead to determine which event format best fits their needs.

Design collaboration events can be structured in a variety of formats, including:

- A series of 1-2 hour mini-events during an after-school program
- One 4-hour event
- One 6-8-hour event
- Two-day event
- Five-day (weeklong) camp

2.1.4 Engage the Information Technology Team Early

The information technology department is an important stakeholder to engage throughout the entire process of planning a Minecraft design event. They can help with several technical aspects of the event, including:

- Finding a computer lab and making sure computers are on the same network
- Installing Minecraft on computers and setting up user accounts
- Technology support before and during the event

Here is a list of considerations to keep in mind when you are determining which format you want to use:

- Availability of participants—for K-12 students, an after-school program or 1-day even on the weekend might work better during the school year, while a longer event might be more suitable during summer break.
- Timing—help participants build time into their schedules by choosing consistent times (say, Wednesdays after school from 4-5pm) for your event.
- Scheduled breaks—if you're running a 1-day event that runs 4 hours or longer, consider setting aside time for short breaks.
- Teaching the game—be sure to build in time prior to your event so people can learn about Minecraft's environment and mechanics.

2.2 Planning Your DREAM BIG with Minecraft Design Event

The next section of the guide will explore these and other considerations to ensure your design event is a success.

2.2.1 PLANNING THE DESIGN EVENT

2.2.2 DEFINING SUCCESS

2.2.3 FUNDING YOUR DREAM BIG WITH MINECRAFT DESIGN EVENT

2.2.4 DECIDING GRADE LEVELS

2.2.5 DETERMINING FORMAT: IN-PERSON OR VIRTUAL EVENT

- 2.2.6 ENGAGING INFORMATION TECHNOLOGY STAFF
- 2.2.7 CREATING AN EVENT ANNOUNCEMENT
- 2.2.8 PARTNERING WITH K-12 SCHOOLS AND STUDENTS:
RULES OF ENGAGEMENT
- 2.2.9 BEST PRACTICES: WORKING WITH STUDENTS

⁸ <https://www.asla.org/wlam2023.aspx>

⁹ <https://whc.unesco.org>

2.2.1 Planning the Design Event

Once the teacher determines the best format for their school, the first step in planning your Minecraft design event is to define what success looks like. For example, consider:

- What are the recommended grade levels for the design event?
- What time of year can the event be held?
- Will the event be held in person or virtually?
- Are there local parks or other outdoor urban spaces near the school or in the neighborhood where outdoor brainstorming and designing can happen?
- Will the event be part of existing curricula or a special event?
- What support will the school provide? Classrooms, laptops, Information Technology (IT), etc.?
- Will your event be aligned with another event?

Tips and Tricks

Consider connecting your Minecraft design event with a national landscape architecture event:

- [World Landscape Architecture Month](#)⁸: World Landscape Architecture Month is observed each April and recognizes the vital role landscape architects play in our global community.
- [World Heritage Day](#)⁹: World Heritage Day is observed each year on April 18 and is a chance to celebrate monuments, international culture, and outdoor spaces.

- [Earth Day](https://www.earthday.org/asla/)¹⁰: Earth Day is observed each year on April 22 and is a celebration of our environment along with efforts to sustain it for future generations.
- [Park\(ing\) Day](https://www.asla.org/contentdetail.aspx?id=46872)¹¹: Park(ing) Day is observed each year on the third Friday in September and encourages people to reimagine parking spaces (160 square feet of public space) for improving urban areas.

¹⁰ <https://www.earthday.org/asla/>

¹¹ <https://www.asla.org/contentdetail.aspx?id=46872>

2.2.2 Defining Success

Imagine you have just had a successful event. All the kids and adults had fun and there were no issues. How would you describe this to someone? What outcomes would you achieve? This is a great starting point when planning what a successful event will look like for your ASLA chapter.

2.2.3 Funding Your DREAM BIG with Minecraft Design Event

Your DREAM BIG with Minecraft Design event will not require significant amounts of money. Each student will need a laptop with Minecraft: Java Edition or Minecraft: Education Edition installed. Many schools already have the Minecraft: Education Edition installed.

While sponsorships are not required, they can be beneficial to your ability to incentivize students and enhance event outcomes. Examples of items that could be sponsored include outdoor equipment for the live-builds of student Minecraft designs, sketch pads and pencils, or even snack foods and gift cards as a reward to the students or donation to the school. Invite teachers to share classroom or school needs with you, then share with potential sponsors.

Here are some considerations to keep in mind while planning your Minecraft design expenses.

- Identify your chapter's funding for K-12 education or outreach engagement
- Have a clear understanding of your project's budget and the minimum financial contribution required to support its successful execution.
- Determine the financial requirements and the level of support you need from sponsors.

- Establish realistic targets for the number and types of sponsors you want to secure.
- Brainstorm and create a list of potential sponsors that align with your event and/or the school’s mission, values, and target audience.
- Prioritize sponsors that have a history of supporting similar initiatives or events.
- Clearly articulate the benefits that sponsors will receive in exchange for their financial support or in-kind donations.
- If you’re accepting products as in-kind donations, create a list of manufacturers and suppliers that carry the products you require.
- If you decide to seek sponsorships, create sponsorship levels, such as Silver, Gold, and Platinum, which would offer promotional recognition before, during, and after the event. Providing these and other benefits to the sponsor will enhance the overall design event experience. Talk with your ASLA members and school to see if sponsorship levels are an appropriate option for your event.

Remember that well-designed and compelling sponsorship options can attract and foster long-term partnerships.

2.2.4 Deciding Grade Levels

The activity will be based upon the on the age group of the participants. Here are some considerations you and the teacher should keep in mind when deciding which grade levels to include in your event:

- Elementary-school students will likely need a comprehensive introduction to landscape architecture, and they will likely require substantial help formulating ideas.
- Middle-school students will have some experience with group projects. They may have learned about landscape architecture and might need help with planning strategies.

- A high-school design might have some detail and planning. High-school students have worked on group projects in the past and are somewhat familiar with landscape architecture.

2.2.5 Determining Format: In-Person or Virtual Event

If you are planning an in-person event:

- Work with the event host to find a computer lab or space where you can set up rental laptops. It is important to let the host know how often and how long you will need the room during the event. Keep in mind that in addition to the event itself, you will also need access to the room to test computers, set up the event, and pack up once you're done.
- Try to set up the event space so you can split participants into small groups.
- Talk with the event host about any rules or guidelines for using the space. Make sure you share these expectations with the students, adults, teachers, and volunteers.
- Ensure that Minecraft is available on your hosts' computers and that their computers can access a Minecraft server. Use Minecraft: Education Edition if possible; otherwise, talk with the information technology staff about using Minecraft: Java Edition instead.

If you are planning a virtual event:

- Work with the organization hosting the event to clarify the virtual conferencing tools that will be used during the event (such as Zoom, Microsoft Teams, WebEx, etc.). Check to see if everyone is ok with recording the event and make sure a copy of the recording is sent to the Career Discovery & Diversity team. You will also need to test the virtual conferencing tool and make sure everyone can use it. If the virtual conferencing tool is new or takes time to set up, send out instructions on how to use it to everyone prior to the event.
- Talk with the event host about any rules or guidelines for using the virtual conferencing tool. Make sure you share these expectations with the students, adults, teachers, and volunteers.

- See if there is a way to set up the virtual conferencing tool to split participants into small groups using breakout rooms. You will need at least one person to periodically check on breakout rooms to ensure they are on track.
- Talk with participants and volunteers about how they will access the game—everyone will need a Minecraft: Java Edition game license and a connection to a Minecraft server. Work with participants to resolve technology issues prior to the event.

2.2.6 Engaging Information Technology Staff

Here are a few important questions to ask when talking with the information technology staff:

- Will students have access to a computer lab for this event?
- Does your school use Minecraft: Education Edition?
- If your school does not have Minecraft: Education Edition, can we purchase licenses or use another version of Minecraft? A standard game license is typically less than \$30 per student and expires within one year.
- Will IT staff be available to help troubleshoot technical issues during our event?
- Are there any technology-related rules we need to be aware of regarding the use of school-issued computers?
- Can we schedule a day and time to test out the computers and Minecraft before the event?

Tips and Tricks

- Ask if ASLA chapter members or volunteers are familiar with Minecraft. You might already have some technical experts who can help set up the game and provide support.
- Students will have different levels of familiarity with Minecraft. Some students might already play the game on a regular basis, while others may have never played at all. If possible, give students a chance to play Minecraft before the event. Please see the “How to Play Minecraft” section of this guide.

2.2.7 Creating an Event Announcement

After defining your goals with the school, you will need to create a detailed (and catchy) event description to share with participants. The announcement can also be shared with potential sponsors.

Here are a few templates you can use to begin crafting your event announcement:

- Our ASLA chapter is hosting a Minecraft design event to engage the next generation of landscape architects! This Saturday, June 10, from 9:00am-2:00pm, students will work in teams to reimagine a local park, and we need volunteers to help the event run smoothly—please reply to this email or contact our local ASLA chapter for more information. Thanks!
- Do you enjoy playing video games? Are you interested in landscape architecture? Join our ASLA chapter on April 22 and April 29 from 8:00am to 1:00pm Eastern time for a fun, action-packed, two-part activity where students will build eco-friendly outdoor spaces, learn about Earth Day, make new friends, and meet landscape architects. Please reach out to us if you are interested in this event or have any questions.
- Our middle school is partnering with the local ASLA chapter to host a series of Minecraft design events throughout the Spring semester. Join us each Tuesday night in April, from 5:00pm-7:00pm Mountain time, to help us celebrate World Landscape Architecture Month. Students will work in teams to reimagine a local park using Minecraft, meet new people, and learn more about landscape architecture! If you have any questions or want to register for this event, please contact us soon.

Tips and Tricks

- Modify the announcement to create social media posts.
- Include the school or community partner communication team when promoting the event

2.2.8 Partnering with K-12 Schools and Students: Rules of Engagement

¹² <https://www.asla.org/Content-Detail.aspx?id=4276>

Rules of ASLA Engagement

Read the ASLA [Code of Ethics](#)¹²—The Code applies to the professional activities of all ASLA members and contains important principles relating to the duties of Members to clients, employers, employees and other Members of the Society.

Make sure you understand ASLA's codes for Professional Responsibility and Member Responsibility:

- Act in a professional manner with ASLA, event organizers, volunteers, participants, and any other person or group involved in this activity.
- No use of profanity before, during, or after the activity.
- Act in a professional manner while playing Minecraft.
- Recognize there will be consequences if ASLA's Code of Ethics and Event Expectations are not upheld. This could include removal from the activity.

Meeting School Requirements/Logistics

When collaborating with a school or community, it is critical to understand their rules, expectations, guidelines, code of conduct, and other requirements. Here is a checklist of questions you should address with school leadership:

- Are there any rules for visitors?
- Do you have any photography and videotaping guidelines?
- Is there a code of conduct form students need to fill out before the event?

2.2.9 Best Practices: Working With Students

The ability to create a positive learning experience is key to successful interactions with students.

Here are some tips to hosting a productive event:

¹³ <https://www.asla.org/Content-Detail.aspx?id=63672>

- State expectations early and clearly.
- When possible, try to group students according to age so they can interact with peers who are at the same grade level.
- Ask and invite questions to encourage curiosity and different ways to approach a design.

2.3 Launching DREAM BIG with Minecraft Design Event

This section of the guide will walk you through the steps needed to launch a successful event.

- 2.3.1 ORIENTATION
- 2.3.2 PRE-EVENT DESIGN TEAM MEETINGS
- 2.3.3 TECHNOLOGY TESTING
- 2.3.4 DESIGN BUILDING IN MINECRAFT
- 2.3.5 PRESENTING DESIGNS (OPTIONAL)

2.3.1 Orientation

After you have finished planning your Minecraft design event, take some time to meet with the ASLA mentors and students who are participating in the event. Keep in mind the students and mentors might not know each other. One simple way to do this is to hold a brief pre-event orientation. You can split this into one orientation for mentors/teachers and a second orientation for students.

For the mentor/teacher pre-event orientation:

- Review the goals for the event
- Review your event schedule
- Share and agree to mentor/teacher expectations
- Share next steps and upcoming deadlines
- Answer questions about the event
- Have students complete the pre-event survey provided [here](#)¹³

For the student orientation:

¹⁴ <https://www.asla.org/Content-Detail.aspx?id=63672>

- Review the goals for the event
- Review your event schedule
- Share and agree to student expectations
- Assign teams the design project
- Provide time for mentors/teachers and student teams to meet
- Share next steps and upcoming deadlines
- Answer questions about the event
- Ask students to complete the pre-event survey provided [here](#)¹⁴

2.3.2 Pre-Event Design Team Meetings

The students and mentors will need some time to meet prior to the Minecraft design event to develop their initial designs. After the team is assigned their design project, they should briefly introduce themselves and then start brainstorming. ASLA mentors can help provide some guidance and expertise to help improve student designs.

Here are some thoughts on team meetings:

- During the pre-event orientation, find a day and time where everyone is available to meet.
- Talk with the ASLA chapter or event organizer if you need any resources to help with creating the design (drawing paper, pencils, pens, etc.).
- Keep meetings simple and stay focused on preparing your design.
- At the end of each meeting, have the team review what they did and what needs to be done before the next meeting.

2.3.3 Technology Testing

Each student—or team of students—should have a computer loaded with Minecraft. The Minecraft icon looks like this:



Minecraft:
Java Edition



Minecraft:
Education Edition

Test all computers before the event to ensure that:

- All computers are connected to the Internet.
- Everyone is using the same version of Minecraft.
- Everyone is able to access the Minecraft server (Minecraft: Java Edition only).
- Each team can host a map and connect to it (Minecraft: Education Edition only).

2.3.4 Design Building in Minecraft

Great job on all of your hard work up to this point! You planned out an event, gathered resources, and made sure the technology works. Now comes the fun part—the student teams can start building their designs in Minecraft! While they are building their designs, check in to see if they have any questions or technology issues. If you run into problems, work with your event team to resolve them.

While the students are building, offer frequent reminders to address key design elements of their assignment. For example, ask:

- How does this design address climate action?
- Are you using green space in your design?
- Did you assess transportation needs in your design?
- How are you addressing equity in your design based on the users of this space?

2.3.5 Presenting Designs (Optional)

Students put a lot of work into creating their designs and building them in Minecraft. If you have time, consider encouraging student teams to present their designs, either near the end of the event or as part of a class project. This could happen near the end of the Minecraft design event or as part of a class project. If you want to pursue this option, make sure you let students know ahead of time, build in some time so they can prepare a short presentation, and make sure the presentation expectations are clear.

3. Ending Your DREAM BIG with Minecraft Design Event



This section of the guide offers important steps to close out your DREAM BIG with Minecraft Design event.

- 3.1 DEBRIEF WITH PARTICIPANTS
- 3.2 COMPILE DIGITAL ASSETS
- 3.2 CERTIFICATES OF COMPLETION (OPTIONAL)
- 3.4 POST-EVENT COMMUNICATIONS

3.1 Debrief with Participants

The end of the Minecraft design event offers a chance to celebrate what the ASLA chapter, school, volunteers, and students achieved together! It is also a great time to gather lessons learned about the event. Start with the students and ask them questions about the event.

Here are a few questions to ask:

- What did you enjoy the most about this event?

- What did you enjoy the least about this event?
- Would you participate in this again?
- Would you recommend it to a friend?

¹⁵ <https://www.asla.org/Content-Detail.aspx?id=63672>

¹⁶ <https://www.asla.org/aslasocial-media.aspx>

After the students debrief, take some time to talk with the ASLA chapter, school, and volunteers. If you run out of time, you could schedule a short call with the team on another day. It is best to meet within one week of the event so people don't forget about it.

Here are a few questions to ask:

- What went well?
- What did not go well?
- What could we do differently in the future?
- Do you want to do this event again?

3.2 Compile Digital Assets

Be sure to document everything you have created before and during your event. This information will be useful to the students and school—and especially to any future sponsors.

Digital assets include promotional materials, pictures, videos, written or recorded testimonies, and pre- and post-surveys. Compile and organize these items before sharing with others, and be sure to credit digital assets appropriately.

3.3 Certificates of Completion (Optional)

A simple way to recognize the hard work of each student is to provide certificates of completion. [Click here](#)¹⁵ to download the DREAM BIG with Minecraft Design certificate template.

3.4 Post-Event Communications

Here are a few important steps to properly close out your event.

- If you receive funding or any other form of donations, send a thank-you note to the sponsor. It is critical that you express gratitude and acknowledge sponsors promptly, regardless of whether they commit to sponsorship or not.
- Be sure to tag [National ASLA](#)¹⁶ in your social media posts. Encourage your school's social media staff to share the event and highlight the students' hard work. If a live-build was

included in your DREAM BIG with Minecraft design activity, share with local media outlets.

- Do not forget about the team and students! They helped make the event possible. Consider sending thank-you notes to the people and organizations that made this event possible.
- Keep in touch with the school and offer a follow-up visit—it could be a talk in a classroom, a guided tour of a local park, or a visit to an attraction designed by a landscape architect.
- Keep in touch with the sponsor and offer to be of service in the future. You never know what opportunities might arise to support your ASLA chapter.

These small steps will help everyone feel appreciated and encourage them to work with your ASLA chapter in the future.

4. Additional Resources



4.1 Tips for Playing and Designing with Minecraft

Minecraft is played on different platforms around the world. The most common platform is a personal computer with a keyboard and a mouse. Here are some of the basic controls to get you started playing Minecraft:



- The mouse: Moving the mouse lets you look around, left-clicking lets you break blocks or use the item you are holding, and right-clicking lets you place a block or interact with game objects.



- The keyboard: use W to move forward, A to move left, S to move backwards, and D to move right. Double-tap W to sprint, and tap the spacebar to jump or swim. E opens your character's inventory, and Esc brings you back to the main menu.



- Clicking E will pull up your character inventory and show what items you are carrying.



- The hot bar: Assign items in your inventory to the “hot bar” (1–9 keys) for quick access.

The two main game modes in Minecraft are Survival and Creative. Survival mode means players must work to get materials, eat periodically to avoid starvation, and could lose health during the game. Creative mode means players have all the game materials at their disposal, unlimited health, and can fly across the map.

Below are a few additional resources to learn more about the game controls:

- [Short Video Tutorial on How to Play Minecraft](https://www.youtube.com/watch?v=BEH_fMgRNrc)¹⁷
- [Minecraft Controls](https://www.lifewire.com/minecraft-pc-controls-839539)¹⁸
- [Creative vs. Survival Mode](https://www.minecraft.net/en-us/article/creative-vs-survival-mode)¹⁹
- [Minecraft Wiki Guide](https://www.ign.com/wikis/minecraft)²⁰
- [How to Teleport Players in Minecraft](https://shockbyte.com/billing/knowledgebase/292/How-to-Use-Teleport-Commands.html)²¹
- [Minecraft: Education Edition Tutorial](https://educommunity.minecraft.net/hc/en-us/articles/36004755131-Learn-to-play-Minecraft-Education)²²

Tips and Tricks

- There are a lot of different versions of Minecraft. Make sure you have all the participants in one version of the game.
- Work with an information technology team member or Minecraft experts (could be a student or volunteer) regarding downloading the game, setting up user profiles, and testing Minecraft prior to the event.
- If you are doing a virtual event, consider using Minecraft: Java Edition. It is inexpensive and works well in a virtual environment. If you are

¹⁷ https://www.youtube.com/watch?v=BEH_fMgRNrc

¹⁸ <https://www.lifewire.com/minecraft-pc-controls-839539>

¹⁹ <https://www.minecraft.net/en-us/article/creative-vs-survival-mode>

²⁰ <https://www.ign.com/wikis/minecraft>

²¹ <https://shockbyte.com/billing/knowledgebase/292/How-to-Use-Teleport-Commands.html>

²² <https://educommunity.minecraft.net/hc/en-us/articles/36004755131-Learn-to-play-Minecraft-Education>

planning an in-person event, see if the school has Minecraft: Education Edition and a computer lab. Minecraft: Java Edition also works for in-person events, but Minecraft: Education Edition may already be installed in school computer labs.

4.2 ASLA Career Discovery Resources

Explore ASLA's [Tools for PreK-12 Teachers](#)²³ for additional classroom resources.

Invite students to flip through the following ASLA resources for design inspiration

- [Landscape Architecture Magazine](#)²⁴
- [YOUR LAND](#)²⁵ magazine for middle and high school students
- [The Field](#)²⁶, ASLA's Professional Practice Network (PPN) Blog
- [Professional Practice Resource Guides](#)²⁷
- [List of ASLA Chapters](#)²⁸
- [List of ASLA Student Chapters](#)²⁹
- [List of Landscape Architecture College Programs](#)³⁰

²³ <https://www.asla.org/toolsfor-teachers.aspx>

²⁴ <https://landscapearchitecturemagazine.org>

²⁵ <https://pubs.royle.com/publication/?i=388477>

²⁶ <https://thefield.asla.org>

²⁷ <https://www.asla.org/guide-sandtoolkit.aspx>

²⁸ <https://www.asla.org/Chapters.aspx>

²⁹ <https://www.asla.org/studentchapters.aspx>

³⁰ <https://www.asla.org/schools.aspx>

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