Minecraft Esport Cymru:
Guide to Setting up a Minecraft Esports Team within a school

Contents

Acknowledgments

This guide has been created based on the Educator Esport Framework, (Immersive Minds Ltd.) and various documents by Bron Stuckey, (Innovative Educational Ideas)

We would like to acknowledge and thank the contributions made to this resource by educators and researchers:

Overview

This guide will assist educators to establish a Minecraft: Education Edition Esports club within their school or educational establishment. As part of a club, learners will learn how esports is as much about leadership, coaching, communication, and teamwork as it is about honing skills, strategic play, and competition.

One thing about academic esports, is that there is absolutely no reason that we must follow all the formats and practices of the elite or professional esports programs however, we can gain from the opportunity of working together as a club.

Incorporating esports into the school program will offer many benefits to learners, some of whom may be underserved by other aspects of the more traditional academic or extra-curricular programs. Schools can and should make esports their own, to serve local curricular, social or equity needs, and Minecraft offers a ready opportunity to do just that. This guide is designed to support you in introducing esports for your school.

The first step is focused on developing in-school Minecraft clubs and esports competencies. This is the first stage of the Minecraft Education Edition academic esports journey. Should you and your school already have a Minecraft club you might wish to jump to [Step 2](#) to meet your schools' esports needs. Scanning this early-stage guide may still assist all clubs to enhance the learner offering.

To Esport or Not to Esport?

It is important that educators make every effort to attract the broadest pool of learners possible. You might find it beneficial to not name this as an esports club nor to make its opening focus purely about competition. Stereotypes for esports are already well entrenched in the media and many learners may not readily see themselves as gamers or members of such a group. Girls may not be attracted to such a group given the preconceptions they may already have developed about esports. The best way to build a Minecraft esports club maybe to allow the competitive aspects to evolve from within a more open Minecraft club.

This can be achieved in a three-step club building process:

Minecraft Club	Club Challenges	Mineraft Esports Team
•Work to attract a diverse learner representation. This begins a place for experts, novices and the curious	•Give learners a broad range of Minecraft challeneges and expereinces, build skills, sharing, comparing and moving towards competition	•Establish competiative team(s). offer experinces for learners to explore roles, stratergy, teamworks, sportsmanship, and compete

What you name the club is the very first step in making it inclusive. Don't start as an esports club, start as a Minecraft Club. It is better to market this as a club for learners who want to become skilled in Minecraft and over time bring in the esports focus. That way you can attract a more diverse group of learners. You want to attract learners who may not yet know this could be an area of success for them, not just those who are already highly skilled and competitive.

At a point the desire to compete will arise and you could begin to form competitive teams. Other learners in the club may continue with other opportunities in design, coding, etc. At this time, you might consider splitting the group in time or venue to allow for the dual focus.

Suggested implementation plan:

FOCUS	WEEK	ACTIVITY
STEP 1 **Minecraft Club**	Week 0: Educator Prerequisite Planning	Scheduling, organising venues, parental information, devices, promotion and sign up
	Week 1: Club Establishment	Single player activity, know your attendees, assess Minecraft skill, and experience levels, [create club code of conduct/charter](#)
	Week 2: First Multiplayer Activities	Form teams, build as a team, establish communication protocols, revisit the code of conduct
STEP 2 **Club Challenges**	Weeks 3-6: Club Challenges	Team builds in chosen challenges, start training sessions, establish who wants to play competitively, prepare to branch into esports
STEP 3 * **Esports Teams**	Weeks 6-8 and beyond: Esports Team Play	First competitive rounds in esports arenas, continue training sessions, consider competition bracket/s for ongoing competition, revisit the code of conduct
Schools with existing Minecraft clubs might go straight to STEP 3 (Weeks 6-8) to cultivate the competitive play aspects of Esports.		

THE ESPORTS CLUB PROGRAM

Here is a more detailed overview of the week-by-week focus and activities to reach the esports play described in this guide.

STEP 1: CREATE A MINECRAFT CLUB (Weeks 0-2)

Week 0: EDUCATOR PRE-REQUISITE PLANNING

Club

Most likely the home for esports in your school context will likely be as an extra-curricular club. Be prepared for the number of learners who might want to be part of the club! What colleagues could co-sponsor and help oversee the program?

Scheduling and Venue

Before school, after school or lunch time? When will your club operate? How will you fit in with existing programs, transport timetables? Can you find or create a location with furniture on rollers for ease of team gathering and player movement? A big screen or electronic whiteboard for projection would also be beneficial for training, sharing and playoffs.

Devices

Work with your IT support to ensure all devices have the latest version of the Minecraft: Education Edition app. Consider whether you need be able to offer learners a mouse or other input devices.

Parental Information and Support

Host a parent and guardians' session to explain the focus of the club and how and why competitive play is being offered to learners. You might invite interested parents to become co-managers or coaches of the club (with appropriate checks and permissions addressed for learner safety).

PROMOTION AND SETUP

Space to play and move about

Where will the club meet? What physical space is available to the club? Learners will need room to freely group and regroup and move around the room. A room with movable furniture (on castors) would be optimal. Don't forget about the capacity for charging devices.

Club invitation and advertising

Create a way to inform learners about the club starting up, who might apply and how.

Great examples

Alfonso Gonzalez, STEM Teacher at Chimacum Elementary School, Washington (USA) used an online form to have learners apply to join his club. He invited educators of other grades to promote the signup form to the learners. This gave him an indication of how many learners to expect on day 1 and what expertise they might have. A paper permission form (see Appendix) was then sent home to inform parents and guardians and seek formal agreements for learners to attend the club.

Angela Barton, class teacher and e-learning coordinator, St Peter and Paul's School, Queensland (Aus) created a Microsoft Form and used a QR code to get learners to sign in when attending her esports club. She hosted two club session times, one before school and one during lunch time to give all interested learners access.

Whether on paper or online, you need learners to sign up before the first club meeting to better know the numbers you will be dealing with. If you have limited space or devices, how will you manage the numbers who might want to engage? Can you host multiple sessions? Do you have a colleague or colleagues to partner with you in this?

Plan to vary the sessions for equity of exposure. Will you need perhaps for one in every three sessions to be girls only? Do you need to alternate weeks for younger and older learner groups?

Week 1: CLUB ESTABLISHMENT

First Club Session (single player)

The first session will involve learners in a very brief individual design challenge to demonstrate their abilities and an opportunity as a group to design the club charter/code of conduct.

Gather learners for the first session (10 minutes)

Have name tags and a sign on sheet or online check-in ready and be prepared that you may have more learners in than you can accommodate. Consider capping the initial number in a session to ensure you can effectively manage learner enthusiasm. You may need to adjust your club schedule or venue accordingly down the track.

Prepare a brief build challenge for the learners to jump right into. (30 minutes)

This will involve single player activity with each learner building in an individual world. This challenge needs to elicit creativity yet be readily achievable in 20-25 minutes. The challenge here is as an assessment task for you to observe and understand the experience and skill of your club members. You should expect and encourage learners to seek help from, and aid, each other.

The following 30-minute quick challenge examples might give you some ideas:

Increase in skill levels		
⟫⟫	⟫⟫	⟫⟫
Story Garden Design and build a garden for your favourite story book character	**Mega Maze** Design a maze to make getting lost a-maz-ing fun	**Art Speaks** Create an artwork with a message that that our world needs
Rosie Rainbow Make a rainbow to cheer the world	**Skins Alive** Build a giant statue of your current skin	**Clever Circuits** Design a working model of a tool to show how circuits work

This is an opportunity for learners to demonstrate their experience and skill level and for you to decide who may need some support and who might be prospective

mentors and leaders. Leave 5 minutes of the 30 for learners to briefly share and compare their final designs with adjacent peers (2-4). At the same time praise examples of creativity you observed, any mentoring or leadership shown, and use this part of the session to initiate the positive and supportive culture of the group.

Design a club charter
(code of conduct or community guidelines) (20 minutes)

Reserve 20 minutes at the end of this first session to scaffold learner design of community guidelines, club charter or code of conduct. Ask learners to relate times in games or play when they felt something was unfair, unsafe or upsetting. What kinds of agreements could help to overcome that? Suggest to learners that this club is a space to feel free to be creative, take risks, and to develop new skills and friendships. Ask the learners what would make engagement in this club an inclusive, respectful, and safe experience for everyone. Encourage learners to frame the charter points in positive terms, rather than a list of don'ts, try to make it a list of dos.

This is an example of a high-level Minecraft code of conduct exemplify this positive tone:

- [Museum of Popular Culture Minecraft Virtual Learner Club](#)

Facilitate a learner discussion to build a positive code around these 4 basic areas:

1. Dealing with other people (inclusive, respectful, safe)
2. Dealing with resources (ownership, fairness, responsibility)
3. Dealing with yourself (resilience, growth, goal setting, personal best)
4. Agreed consequences for transgressions.

You might write this code of conduct up and when complete have learners sign a copy as their formal acceptance into the club. The club should also regularly revisit this charter to see if it requires revision, which will be very likely once esports activities are offered to the group.

[Further examples can be viewed in the Appendix.](#)

Week 2: FIRST MULTIPLAYER WORLD ACTIVITIES

**Introduce Multiplayer Worlds with Individual Activity (30 minutes)**

Use the Welcome to the Community lesson to establish the practice of joining mutiplayer worlds while still building in individually designated plots. The educator can host the world and share the join code to all learners. Minecraft Education Edition multiplayer worlds can support up to 40 players. On joining the world, everyone will be greeted by an NPC that will prompt them to read the community guidelines. Then, the players will be allowed to select a building lot within the world. Aside from building on their own plot of land, learners will be able to explore the town and interact with others through chat. This staged multiplayer experience offers an opportunity for learners to demonstrate their understanding of the community charter and ease into the full multiplayer experience.

Introduce Multiplayer Worlds with Team Activity (30 minutes)

Have learners form teams of 4 to 6 players. One learner in each team will host the world and offer the join code to team mates to enable building together in their own world. The Blocks of Grass world is a good choice to kick off this first multiplayer team play experience.

Choose another of the 30 minute quick challenges for the learners to experience building as a team. Later in the esports program these team-only worlds will be used as ongoing practice and training spaces for the team.

Note: Multiplayer across different internet connections is possible if the criterion in this article is met: https://aka.ms/MEEMultiplayer. Anti-virus and firewall applications may block access to multiplayer, so ensure you configure these programs to allow access to Minecraft: Education Edition. This external article can provide guidance on ensuring your antivirus or firewall is not blocking the multiplayer connection:
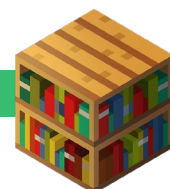
STEP 2: CLUB CHALLENGES (Weeks 3-6)

This stage of the club development may take up to one month depending on the age and experience of the learners. Out of this stage skilled players, leaders, mentors and even coaches should begin to emerge.

You will offer a variety of 'taster' activities in the first few sessions. Consider themes for each session and challenges that support the school's focus curriculum areas whether STEM, Science, Climate and Sustainability, or Social Emotional Learning etc.

THROW OUT THE CHALLENGE

Introduce multiplayer worlds with team-based challenges.

Make and Model Practice Plaza X12 will appear very similar to *Welcome to the Community* (in previous section) but now learners will be building in up to 12 teams. You can host **build battles** (challenges), for small teams or pairs of players in the Make and Model Practice Plaza X12 or X4. Propose an object for learners to build suitable to the skill level of the club members. Agree at the outset on time limits and a clear criterion so that club members can give feedback on the builds and vote for those that best meet the brief.

Select a series of challenges

Challenges don't have to be competitive; they can be an exciting way to bring the club together to solve a problem and celebrate ideas and creativity. You can select the challenge, host a random draw, or allow this week's high-performance team to select next week's challenge for the club.

Try to announce the challenge for each week ahead of time. Learners should come to club knowing what challenge they will engage in for that week. Club activity can be varied by rostering a mystery challenge, girls only club days, skill building sessions or review and feedback sessions on recordings of previous builds.

The Minecraft Education Edition in-game Library offers a **Challenge Series** for clubs to work through with suggestions for their adoption as part of a competitive program.

A broad selection of Minecraft Challenges can also be found through:

- [Build Challenge Starter Kit](#)
- [Videos of Build Challenges](#)
- [Minecraft Monthly Build Challenges](#)
- [A428 Creative Game](#)

Moving into esports

Competitiveness will have arisen by now, it's time to invite learners to be part of more competitive Minecraft activities and to form into more permanent teams.

Not everyone will want to compete, and the infrastructure established for the Minecraft club will continue to support and extend those learners while branching into esports for others.

STEP 3: ESPORTS TEAMS (Weeks 6-8 and beyond)

SPORTSMANSHIP

Sportsmanship like digital citizenship are important aspects of curriculum and learners need to be immersed in competitive contexts to develop relationships, positive sportsmanship, and resilience. Please see Good Sportsmanship document for tips and guidance. Much of this is about taking responsibility and ownership of your actions. Consider how you might leverage existing digital and sport programs in your school. This will be a valuable time to revisit the club charter for any esports additions.

Learners will benefit from taking the Digital Citizenship challenge lesson on Hwb to further reinforce and refine positive behaviours.

READY FOR BATTLE

Form teams

Form esports teams sized between 7 – 10 members to participate in the following rolls:
- 2 Player Coaches / Analyst
- 2 Researchers
- 3-6 Builders (6 being the ideal match team size)

Initially at least, all learners should be prepared to rotate through roles in the team and/or move between teams:

- Manager (leads the team)
- Analyst/Coach (analyses the team strength and weaknesses)
- Players (depending on the game, players may take different strategic roles in the team)

As your club progresses this list of roles and responsibilities will likely be refined and expanded to include roles such as shout casters (commentators and hosts) and promoters. These roles allow club members who may not want to compete to still be part of esports/teams.

However, it is important to note the official Minecraft Esports Cymru – Match Rules on team structure and changing roles within a match play time.

Create team identities!

The team can divide the tasks to create components of the team identity:
- **Names:** Have learners' debate on cool names for their team.
- **Logos:** Use graphic art skills and available software to design a logo for the team. Consider designing this logo as pixel art or in 3D form in Minecraft itself.

- **Skins:** Part of being a member of a team is having a shared uniform with some individually identifying features. Have learners think about the skins their team would be proud to wear. They can use a skin collection and editor tool like Skindex then follow this process. Once you have the .mcpack file for the skin just double click on it to launch MCEE and the skin imports. Each player will need to import the .mpack file.

These items could reside in a training world each team could host for their own skills development and practice sessions.

LET THE BATTLES BEGIN!

Esports Worlds

Minecraft Esports Worlds allow for 2 larger sized teams (4-6 players) to design in the one multiplayer world against the added constraints of space and time limits. Beyond teamwork, the world types call for learners to battle it out relying on different capabilities:

Make and Model	Code 2 Create	Creative Clash
Teams build in an arena using inventory items. Practice Plaza worlds are also available for 4 or 12 teams in Make & Model	Teams build in an arena using only their coding skills (based on Make & Model worlds) Practice Plaza worlds are also available for 4 or 12 teams in Code 2 Create.	Teams compete in a speed run to collect or distribute resources in the game world.

Make and Model Worlds

Make and Model are the core Minecraft esports worlds. The visual design of each Make and Model world offers opportunity for themed object builds. For instance,

- *The Lost Library* is based on the theme of magic, mystery, and books and might inspire building an object or scene from literature like:
  - Hogwart's Library
  - Charlotte's Web.
- *Binary Builders* is based on the theme of computer circuitry and could suit design of working model of a technical object like a:
  - home security system
  - voting system
- *Gold Rush* is suited to battling over design of a scene or artefact reminiscent of the pioneer times like a:
  - a stagecoach
  - scene of panning for gold.

All Make and Model worlds employ built-in game mechanics that identify the two teams of players, allow time limits to be set for play, and a voting system to establish winners and to use a structure block to export final team builds.
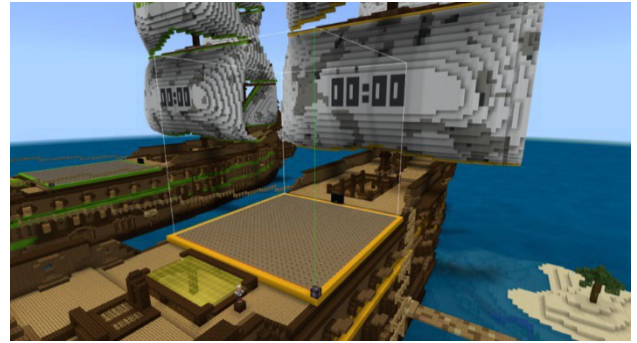
You will find each arena contains the same, common features for gameplay:

- Spawn area game controls
- Team selection area
- Build area
- Voting/Scoring area
- Timer
- Scoreboard

Each Build Area is made up of a 32x32x32 block space, with a coloured frame. Players cannot add to or destroy anything in the world outside that build area.

The Make and Model – Space Race video very succinctly unpacks the mechanics and play used for most Minecraft esports arenas. It would be helpful to show this to learners and discuss the features before your first battles begin.

How to host a school tournament

Whether aspiring to compete **Minecraft Esports Cymru** league or not, competing within the club will assist learners to continue to hone skills in teamwork, sportsmanship, strategizing and debriefing on performance. Here are two simple

tournament brackets that could suit a small school club and can be readily expanded for larger numbers of teams.

Round Robin Tournament

Round robin is where every team plays every team and a score is given for win, lose or draw or points can be awarded against a score card or rubric. Club leader boards can be maintained to show the progress in the round robin playoff. But a word of caution about leader boards, they can become demotivating and should be reset at completion of the round to allow all teams to aspire to top the board at some stage. You should also allow learners to rotate through team roles and each take a turn at being team leader.
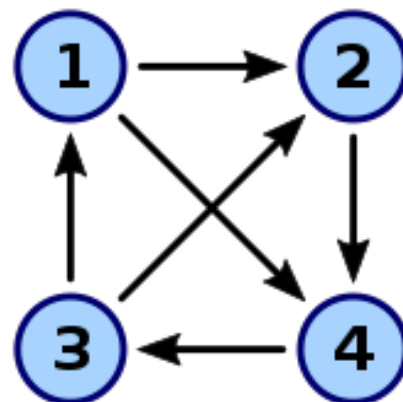
Each club session could host one or two rounds of play around the week's theme. Time should be left in the session for teams to debrief and discuss the effectiveness of their team play.

Single Elimination Tournament

A single elimination round is where teams battle, and the winner moves on to play the winner of another battle. The bracket below shows how this could be played for a 4-team tournament.

In a smaller club such a tournament could be hosted in a single club meeting. For larger brackets (more teams) it might need to be played out over several sessions. Eliminated teams will still need to be engaged with activities like practice sessions and strategy planning and of course cheering for their peers.

Team #1
Team #4
Team #2
Team #3
Champion
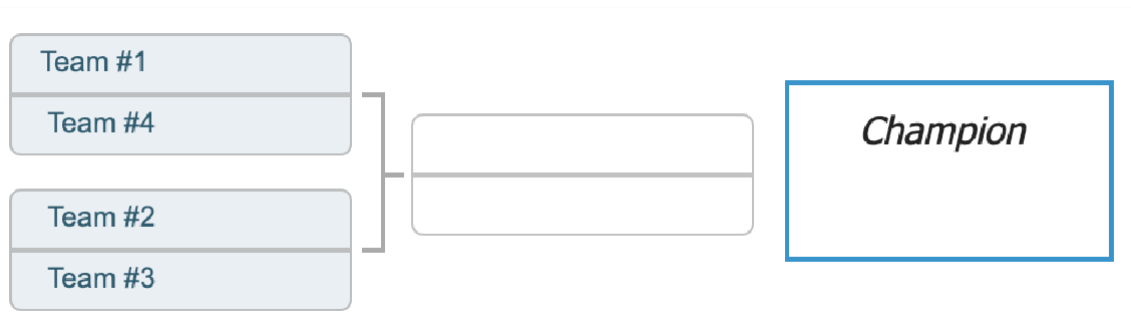
Create Club Champions

Make the final round of your club esports competition public to the broader school community. Host it at a lunch time or another time when the whole school can watch and cheer for their chosen teams. Now your club's *prospective* promoters and shout casters have an authentic role in producing posters to advertise the event and shout casters publicly calling the plays during the championship round.
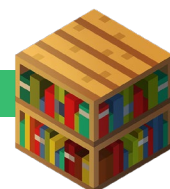
PLAN FOR SKILL BUILDING

Whichever bracket you adopt or combination thereof, rounds of competition should be intermingled with training sessions for special focus skill sessions (using Redstone, command blocks, levels of coding, strategic planning etc). These skill sessions could be led by the educator/coach or experienced club members and should be offered to all members of the club not just the esports players.

A word about competition judging…

As skill and competition emerges you will want to formalise the judging process. The official Minecraft Esports Cymru Rubric could be used /adapted for in school assessment/judging esports challenges. This would provide a good basis / understanding of what will be expected of them once they are playing in the **Minecraft Esports Cymru League(s)** matches, be it regional or national level.

STEP 4: ESPORTS PROGRESSION – WHERE TO FROM HERE?

Having formed a school Minecraft club and established an agenda for working on competitive challenges, your learners will be ready to move into a more competitive ecology. We would encourage your now established Minecraft Esports club to take part in, lead and host, a school- based mini tournaments, events, demonstrations, tryouts, showcases and information sessions for the broader school community and stakeholders (see Appendix for more ideas).

Such activities open up a great opportunity to help the school community to know what esports is, see first-hand its benefits and be excited about engaging in it. You will also likely expand on your club membership and find new colleagues to assist in managing it all.

Your learners will be ready to test their teamwork, skills, and sportsmanship at the next level of play. Now it's time you make the move to join the **Minecraft Esports Cymru league** for your region:

- **Minecraft Esports Ospreys league**
- **Minecraft Esports Dragons league**
- **Minecraft Esports Blues league**
- **Minecraft Esports Scarlets league**
- **Minecraft Esports North Wales league**

Sign up for the 2023 Minecraft Esports Cymru league here

APPENDIX

Code of Conduct Examples

Here are some diverse examples from clubs and classrooms. You will see that some tie into existing codes of behaviour and expectations observed within the school.

Contributed by Global Minecraft Mentor, Angela Barton, (Qld, Aus)
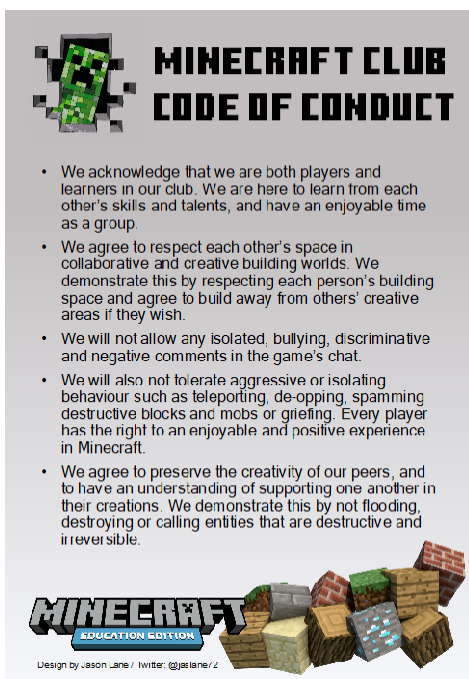
Contributed by Global Minecraft Mentor Jason Lane (Qld, Aus)

Minecraft Club Rules

Be Ready! Be Responsible! Be Respectful!

Be Ready!

Come to club every week unless you have a good reason to be absent.

Be Responsible!

Be a team player!
Complete your assignments!
Finish your Pixie Journal each week.

Be Respectful!

No grieving / trolling / stealing / hacking
No fighting
No bad talk in chat
Respect other people's property

Sharon Darling CRS at Virginia Beach City Public Schools, USA

[1]Good sportsmanship

Learners can become caught up in a game and become focused on winning! Yet there is much more to be gained from the sports experience than a winning record.

When learners are involved in sports or esports, they are able to learn and put into practice values that will stay with them for the rest of their lives.

Good sportsmanship is one of the life lessons that children can learn from sports and esports. Therefore, we should help learners understand and value good sportsmanship while making sure they have a safe and fun esports experience.

Good sportsmanship may seem hard to define, but its hallmarks include being able to win without gloating, respecting one's opponents, and being able to lose gracefully. Here are some important principles to instil in our learners:

- **If you lose, don't make up excuses.**

- **If you win, don't rub it in.**

- **Learn from mistakes and get back in the game.**

- **Always do your best.**

- **If someone else makes a mistake, remain encouraging and avoid criticising.**

- **Show respect for yourself, your team, and the officials of the game.**

Tips for teaching good sportsmanship

Good sportsmanship includes following certain guidelines for good behaviour. Follow the rules of the game. It might seem easier to win by doing things a different way (cheating), but everyone has to follow the rules. Explain to learners that rules are created so that sports can be played in an organised way.

- **Avoid arguing.** Stay focused on the game instead of giving into anger with teammates, coaches, or referees. Always avoid using bad language and negative words.

- **Everyone should have a chance to play.** In youth sports, it's important to encourage even those players who are the least skilled to have fun playing in the game. Parents, coaches, and even other players have an important role in allowing less tale[i]nted teammates time to participate.

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[1] The above text has been refined form Stanford Medicine Children's Health advice.

- **Play fair.** Good sportsmen want to win because they followed the rules and played the best game they could. Never support any effort to win that attempts to go around the rules. Cheating is not acceptable.

- **Follow directions.** Emphasize the importance of listening to coaches and referees and following their directions while on the field and involved in team activities.

- **Respect the other team.** Whether your team wins or loses, it's important to show respect for the effort of the other team. If the other team wins, accept defeat, acknowledge their abilities, and move on. If your team wins, resist bragging—that's what it means to be a gracious winner.

- **Encourage teammates.** Team sports work best when each individual supports the team. Praise teammates for what they do well and encourage them when they make mistakes. Avoid criticism and unkind actions. Encourage Parents to model this behaviour for children by praising them for specific things they have done well, even if they made a mistake or may not have played as well as hoped.

- **Respect the decisions of referees and other officials.** These people are charged with making difficult decisions about plays in the game. Good sportsmanship requires that you accept a call, even if you disagree with it. Remember that it's only one call in a long game—get back into play and focus on the game.

- **End with a handshake.** Good sportsmen enjoy sports and know how to end a game on a positive note, whether or not they won. Threats, anger, criticism, and other negative expressions are not acceptable.

Exercise for a Minecraft Esports Player

Minecraft Esports is much more than just a fun competitive activity. It takes plenty of work and strength in both the brain and hands. A Minecraft Esports tournament requires players to have strong minds as well as being able to use the keyboard or controller efficiently – this means being able to move their hands and fingers quickly. So, there is plenty of physical preparation which needs to take place!

A Minecraft Esports tournament match requires fast reaction times, quick reflexes and good hand-eye coordination. They also require players to make split second decisions while under pressure. In addition to the physical demands of playing these games, there are mental challenges too. In essence it involves learning new skills and strategies.

How Exercise Can Help Improve Your Learner Game Play
When it comes to preparing for a sporting event, everyone knows that doing lots of exercises is essential. However, not many people realise that exercise can help improve your gaming performance as well. There are two main reasons why exercise can benefit learners gaming experience.

Firstly, exercising helps keep their muscles strong and flexible. This means that they will have more energy during training sessions and tournaments.

Secondly, exercise improves their concentration and focus. This makes it easier for them to concentrate on their game without getting distracted by things like fatigue etc.

Keep Muscles Toned and Flexible
One of the biggest problems facing esports athletes is muscle stiffness. Stiffness occurs when your muscles don't stretch properly after being used. This causes pain and discomfort which limits your ability to move freely. To avoid this problem, you need to ensure your learner do regular stretches.

These stretches are particularly useful for keeping your shoulders, back, hips and neck flexible. They can also help prevent injuries from occurring.

It Boosts Confidence
Exercise can boost your confidence levels. Not only does it make you feel stronger and fitter, but it can also give you a feeling of achievement. This can motivate your learners to continue working hard and push themselves further than ever before.

Esports: Stretching
We have created a stretching programme for your learners that focus on common problem areas such as the back, neck and wrist, as well as other areas like legs and shoulders.
It is recommended that you should take your learners through some simple stretching exercises in each of your club sessions, as well as on tournament match days. On tournament match days it is recommended to perform these exercises pre-match and half-time too.

Back stretches

- **Back to Chest stretch - 2 x 10 reps (hold 5 seconds in each position)**
  - Place your hands behind your head.
  - Squeeze your shoulder blades together.
  - Bringing your elbows back as far as possible.
  - Hold the stretch.

- **Bridges - 2 x 10 reps (hold for 3 seconds when up)**
  - Lie on your back with your knees bent.
  - Tighten the muscles in your stomach.
  - Raise your hips off the floor until they line up with your knees and shoulders.
  - Hold the stretch.

- **Back Extensions - 1 X 10 reps (hold for 3 seconds when up)**
  - Lie flat on a mat and on your stomach.
  - Straighten your legs behind you.
  - Place your elbows on the ground sliding your arms above your shoulders (pencil shape).
  - Raise your arms from the floor to help lift your upper back, pressing your hips into the mat.
  - Keep your head and neck steady.
  - Lower to starting position

Neck stretches

- **Side to side head turns - 1 X 10 each side (hold for five seconds on each side)**
  - Keep your head squarely over your shoulders and your back straight.
  - Slowly turn your head to the right until you feel a stretch in the side of your neck and shoulder.
  - Hold the stretch and then slowly turn your head forward again.
  - Then repeat by turning to your left, stopping at your limit, and then returning to face forwards.

- **Neck rotations - 1 X 10 each side (hold for five seconds on each side)**
  - Stand tall with feet shoulder-width apart. Let arms hang down at sides. Shoulders should be relaxed and drooping down. This is the starting position.
  - Begin exercise by tilting head back. Next, slowly roll your neck in a circular motion to the left for about 10 times.
  - Next, reverse movement and roll neck to the right 10 times.

Wrist stretches

- **Wrist stretch - 3 X 10 seconds on each hand**
    - Start with your left side, hold your arm out in front of your body and keep your elbow extended and your palm facing upward.
    - Using your other hand, gently pull on the bottom half of your fingers so that you are pulling your wrist downward (You may feel and see some separation at your wrist joint).
    - Hold this position.
    - repeat on the other hand.

- **Wrist resistance press - 3 X 10 seconds on each hand**
    - Begin by putting your fingers and palms together with your fingers pointed upwards and your elbows pointing outward (like you're praying).
    - Hold this position.
    - To increase the intensity, slowly lower your hands while keeping them together.

Foam rolling (optional)

- Foam rolling in the core muscle groups to alleviate stress and reduce tightness and soreness.

Minecraft Esports Cymru – Match Rules

1. The **maximum number for a match team** is 10 players assigned to the following roles:
   - 2 Player Coaches / Analyst
   - 2 Researchers
   - 6 Builders

2. The **maximum number of devices** to be used during the match is 8 and organised in the following way:
   - 2 devices with internet access for researchers to gather information
   - 6 devices for building within the match area

3. During the match, players may swap roles at any time, provided there are never more than 6 builders, 2 researchers, and 2 coaches at any one time

4. There should be no interaction between competing teams during a match and conduct between teams before and after matches should adhere to the **Minecraft Esports Cymru Principles of Play**

5. The maximum time allowed for a match is 45 minutes

6. All matches must be judged independently using the **Minecraft Esports Academy Wales Rubric**

7. All players must adhere to these rules or teams may be disqualified

Minecraft Esports Cymru Rubric

	Minecraft Esports Cymru Scoring Rubric				
Map:					
Topic:					
Date:					
Time:					
Host:					
Green Team:					
Red Team:					

Scoring Rubric	Score up to 1 point max per slot. You can award 0.X for more acc	Judge 1 (Up to 1 point per slot!)		Judge 2 (Up to 1 point per slot!)	
Category 1	*Topical Accuracy - Relevant, Recognisable*				
	The finished build is successful in meeting the topic brief				
	The build is completely visible from the perimeter				
	Is fully 3D, and can be observed from multiple angles				
	Contains accurate detail demonstrating an understanding of				
Category 2	*Visual Creativity - Color, Shades, Highlights, Texture*				
	Variety of blocks to enhance the color range				
	Range of block types to create shades and highlights				
	Use of patterns and effects for detail using a selection of				
	Textures achieved through the use of unique, textured blocks				
Category 3	Size and Space - Area,				
	Used scale as an intentional aspect of the build.				
	Made use of the whole space given – width, length, and height.				
	Matched all aspects of the build to scale (characters to				
Category 4	Aesthetics and Environment				
	Considered and created the surrounding environment of the				
	Used lighting to raise the profile of the build and accentuate				
	Additional aesthetics and environment enhance the look and				
Category 5	Redstone				
	Redstone has been used successfully to create a function or				
	Redstone mechanics have been hidden from view				
	Redstone mechanics are relevant to the topic or theme				
	Multiple Redstone creations have been created as effective				
Category 6	Teamwork				
	Team has clear and active leadership				
	Clear roles and responsibilties				
	Effective communication displayed between team members.				
	Active encouragement and help among team members.				
	Organisation is apparent in active building.				
	Pre-game planning is evidenced in the process and result of				
	TOTAL	0	0	0	0

	Total Score	
Green Team	0	
Red Team	0	

Fundamentals

A league is formed of a collection of teams.

Current plans are to have 5 regional leagues.

Leagues could play the same number of matches, or different numbers of matches. However, at the end of the league stage all teams must have played an equal number of matches!

Match Result

Teams score points against a rubric in each match.

Teams could therefore win, draw or lose in any match.

Teams would be awarded 4 pts for a win, 2 pts for a draw and 1 pts for a loss.

A further losing bonus point will be awarded if the losing team are within 3 points of the winning score.

Each team's rubric scores are recorded from each match (see later)

League Result

Teams play each other and are awarded points (as above)

The team with the most points wins the league.

In the event of equal points at the end of the league stage the rubric points, for each team, from **all** matches will be added together and the team with the highest average rubric score will be the winners.

Play-Offs/Finals

Hold a knockout competition consisting of 8 teams.

Qualifiers would be the 5 league winners and the best 3 league runners up.

If all leagues have the same number of teams, then a points system can be used to determine the 3 teams with the best 2nd place records.

If leagues have different numbers of teams, an average rubric score system could be used.

Average system: record the average rubric points per team; the 3 teams with the best average scores progress. In the event of a tie between teams, the teams with the highest individual rubric scores progress.

The quarter finals would be drawn based on the average rubric scores for all 8 teams: Rank the 5 league winners by average rubric score and rank the 3 best runners-up by rubric score

     Winner 1 v Runner-Up 3

     Winner 2 v Runner-Up 2

     Winner 3 v Runner-Up 1

     Winner 4 v Winner 5

Ideas to spread the word across your school

You should continue to maintain club recruitment posters and sign-up options, because when others see what your learners are up to, they will want to be part of it. Strategies for promotion of the club can become the responsibility of member volunteers.

Encourage and support your club members to:

1. Hold a demonstration battle for the school to showcase how working as a team under pressure in competitive play can produce great results.
2. Host esports mini battles in a school STEM Day.
3. Showcase competition progress and products in a school assembly (just as other sports and clubs do)
4. Create flyers and other media to promote the club activity about the school
5. Hold try-outs to recruit new club and/or team members, establish new teams and leaders.
6. Have members of your esports club act as coaches to teams in across school competitions.
7. Print club t-shirts or fundraise for club jerseys or equipment
8. Host a presentation or esports night for parents and the community
9. Market your esports activities in the school newsletter
10. Look for opportunities to host demonstration or challenge events in your town or local community festivals

Examples of how to overcome not being able to battle in the one multiplayer Minecraft world

All learners have a Hwb Office 365 account, on the same tenancy, therefore, in theory be able to connect with any learner on the tenancy via a multiplayer Minecraft world. However, some schools and local authorities have firewalls in place that prevents this! If this is the case, then we may need to consider these two ideas to host a competition over parallel play:

If able to meet synchronously - All teams can play in real time. One teacher/WRU host schedules an MS Teams meeting, at an agreed time and sends an invite to the competing school's teacher/WRU host. On the day both schools join the live meeting. Making sure to have this projected on a big screen at each end.
After greetings and introductions, announce the challenge live in the meeting. Each teacher/WRU host will host their own team's Minecraft world and can take turns in MS Teams to share (share screen) the Minecraft play to all in viewing. When the time limit is reached a short final walk through can be used to showcase the build and its key features and judging can take place to decide a winner.

If only able to 'meet' asynchronously - Each team plays in its own time. The agreed challenge and time limits can be shared between the teachers/WRU hosts. Each team could carry out the battle before their respective club member audiences cheering them on. Each group records a final walk through of their play with PowerPoint, [2]Flipgrid or other screen recording tool. All agree to share the walkthrough videos online at a specific time. The two videos can then be viewed, compared, and analysed.

All decisions on choosing the winning team should be based on the **Minecraft Esports Cymru Rubric** by an unbiased judge.

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[2] *Note: Flipgrid is a perfect tool to create battle videos, to share videos within the community, and to host a voting system to decide winners.*

AROUND THE WORLD THERE ARE EDUCATORS TO GUIDE AND INSPIRE YOU

Further advice and school esport club examples:

Hear how Alfonso Gonzalez, STEM Teacher at Chimacum Elementary School, WA started his start 6th grade Minecraft Esports Club.

- Esports with Minecraft

- Getting Started

Jason Lane and Mark Savery (Aus) talk school Minecraft and Esports at EduTech 2021

Microsoft Team Leaders engaged in esports: Stephen Reid (Scotland), Laylah Bulman (USA), Justin Edwards (Ireland) Laika Riddle (Germany)

Watch out for these Global Minecraft Mentors who are leading the world in Minecraft clubs and esports and who contributed their expertise and feedback to this toolkit:

- Jason Lane (Aus)
- Alfonzo Gonzalez (USA)
- Nathan Scott (NZ)
- Bradley Smrstick (USA)
- Noa Lahav (Israel)
- Dr Bryan Sanders (USA)
- Kyle Calderwood (USA)
- Julie Mavrogeorge (USA)
- Chris Fuge (USA)
- Angela Barton (Aus)