QUESTIONS FOR A MEETING DURING THE PROJECT

1. Sustainable School Food: a. How can we use local and seasonal ingredients for our virtual school meals? b. How can we grow food in a virtual garden or greenhouse within the game? c. How do we avoid wasting food in our virtual cafeteria?

2. School Building: a. How can we make our virtual school building eco-friendly and energy-efficient? b. What types of renewable energy can we use to power our virtual school? c. How can we use recycled materials in our virtual construction?

3. Area Around the School: a. How can we create a green and biodiverse landscape in our Minecraft school world? b. What animals and plants can we add to promote diversity within the game? c. How can we pretend to collect rainwater and use it for the environment?

4. Going to School: a. What virtual transportation options can we provide for students to reduce pollution? b. How can we create pathways for walking and biking within our virtual school world? c. What can we do to encourage students to share rides and reduce traffic?

5. School Uniforms: a. How can we design virtual uniforms that are good for the environment? b. Can we use virtual materials that represent eco-friendly fabrics? c. How can we show that we recycle or donate clothing within Minecraft?

6. Handling Waste: a. How can we create a system to separate waste and recycle within our virtual school? b. What can we do to show the correct disposal of electronic waste in the game? c. How can we pretend to compost and reduce the use of single-use plastics?

7. Heating: a. What virtual heating systems can we use to save energy in our virtual school building? b. How can we show renewable heating sources like solar panels or geothermal energy? c. How can we teach about saving energy in Minecraft?

8. Building Materials: a. Can we demonstrate using eco-friendly materials in the game? b. How can we show how materials affect the environment in Minecraft? c. What Minecraft blocks or textures can represent green building materials?

9. Sustainable Human Rights and Accessibility: a. How can we make sure our virtual school is easy to use for everyone? b. What can we add to promote fairness and equal rights within the game? c. How can we teach about treating everyone fairly in Minecraft?

10. Agenda 2030 Goals: a. How can we include the United Nations' goals for a better world in our Minecraft project? b. Can we create challenges or tasks that match these goals in the game? c. How can Minecraft help us learn about global problems and inspire us to take action?

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Main author(s): Annukka Suonio