

STATION IDEATION – A MINECRAFT MISSION CHALLENGE RESOURCES



Station Ideation was a ground-breaking classroom mission in Semester 1 2022 based in Melbourne's new Town Hall Station, part of the Metro Tunnel rail line which will open to the public in 2025. Using [Minecraft: Education Edition](#), students were some of the first to travel through this newly released world.

But even through the competition is over, schools can still use the resources to get your students engaged in authentic user-centred design.

On your journey through the station, the Metro Tunnel design team will invite your class to join them in transforming a space to meet the needs of all future passengers. As they explore there will be so much to be inspired by including creative design solutions that showcase history and culture and support passenger wellbeing, station accessibility, time management and station sustainability.

This activity is aligned to the Victorian Design & Technologies curriculum [Years 5/6 and Years 7/8](#).

CHALLENGE RESOURCES

- [Online teacher PD recording](#)
- [Presenter slides](#) from Microsoft's Troy Waller on Using Minecraft in the Classroom
- [Project Overview](#) (with Minecraft Links)
- [Year 5/6 Teachers Resource](#)
- [Year 5/6 Student Resource - Digital Portfolio](#)
- [Year 7/8 Teachers Resource](#)
- [Year 7/8 Student Resource - Digital Portfolio](#)

DESIGN PROCESS VIDEOS

- [Investigate](#)
 - [Generate](#)
 - [Produce](#)
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