



BLOCKSMITH EDUCATION: SECOND EDITION

Grades: 4-12



Students: Unlimited student accounts

Contact Hours: 12+ hours

Recommended Settings:

- Summer camps
- Classrooms looking for technology and coding
- Classrooms interested in virtual reality
- After-school programs

Pricing Options:

All *Blocksmith Education* licenses come with unlimited device licenses, a set number of instructor accounts and starter curriculum credits.

- *Makerspace License:* \$399
1 instructor account, 12 curriculum credits
- *Camp License:* \$849
3 instructor accounts, 36 curriculum credits
- *Site License:* \$1498
unlimited instructor accounts, 60 curriculum credits

Technical Requirements:

1 device per student recommended. The *Blocksmith Builder* software is compatible with Windows, Mac OS and Chrome OS devices.

For Builder Software:

- Memory: min 2GB, recommended 4GB
- CPU: Intel Celeron 2GHz class, recommended Intel i5/i7 class. AMD fully supported for PC's
- GPU: Intel HD, recommended Nvidia 900/1000 class
- Windows: 7, recommended 10
- Mac: OS X
- Chrome: Chrome OS (with a strong recommendation to use Chromebooks with Intel Chipset)

A free demo of the builder software can be downloaded at blocksmithxr.com to evaluate existing machines.

Supported Viewer apps:

- Android 5 (higher for Daydream & ARCore). Phones need to have gyroscopes to support Cardboard or any VR system
- iOS 9 (iOS 11 for ARKit)

Licensing Information

All Blocksmith Education licenses are perpetual. The license includes: the *Blocksmith Builder* software, the integrated curriculum resources and your private domain.

Your education license also includes a one-year subscription to the *Blocksmith Market* where you'll receive additional monthly credits that can be used to purchase advanced gaming extensions or additional Blocksmith questlines and updates to the *Blocksmith Builder* software.

Curriculum Topics:

The PCS Edventures print curriculum included with this package is designed to support the 12-hour Camp Bundles in the Blocksmith Curriculum Market: *Classic Games*, *Farm Sim* and *Royale Battles*. While each course has a slightly different scope and sequence, any one of these three options can serve as an introduction to *Blocksmith Builder*, giving students the skills they need to pursue open-ended projects or more advanced curriculum tracks.

- Intro to 3D Design
- Basic Animations & Events
- Special Effects & Sound Effects
- Object Spawners & Held Items
- Hitpoints & Advanced Held Items
- Intermediate Game Development, Events & Scenes
- Collectible Items & Intermediate Level Design
- Variables & Advanced 3D Design
- Interior Level Design
- Advanced Spawners & Nested Animation
- Multiplayer Mastery
- Community Engagement & Advanced Game Development

Training Available:

Professional development webinar training is available. Speak with a PCS STEAM Program Specialist for more information.

Shipping Availability:

Check with a PCS STEAM Program Specialist.

Alignments & Standards

Habits of Mind:

16 “thinking habits” developed by Art Costa and Bena Kallick to empower students to succeed in a 21st century learning environment.

- Creating, Imagining, Innovating
- Persisting

21st Century Skills:

A set of widely-applicable abilities essential for success in the information age.

- Creativity and Innovation
- Information, Media and Technology Literacy
- Initiative and Self-Direction

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International Society for Technology in Education Standards

Aligned to International Technology and Engineering Educators Association (ITEEA) standards for technological literacy.

- ISTE 1d Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

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“Our kids love websites where they get to build and play, and Blocksmith fits right in with this. Blocksmith also takes kids to a new level beyond other websites in that it allows kids to do problem-solving and higher order thinking. It allows for creativity, Art, Science, Math... all aspects of STEAM. Then, for our kids, they can use it with VR! It is one way that we can integrate VR into what we are doing and the kids love it because it’s something they created and then get to see!

We have been using code.org, Scratch and other websites, and they are great resources, but Blocksmith allows kids to take ownership in what they are doing and allows for creativity using computer science. This, in turn, may help kids lead toward a computer science or other STEAM job in the future!”

- John Barenberg, Marsing

