

Minecraft Simple Lever Activity



https://www.pngfind.com/mpng/wJJRo_minecraft-vector-character-characters-from-minecraft-hd-png/

Directions on how to create a simple lever project: <http://www.robives.com/product/lever/>

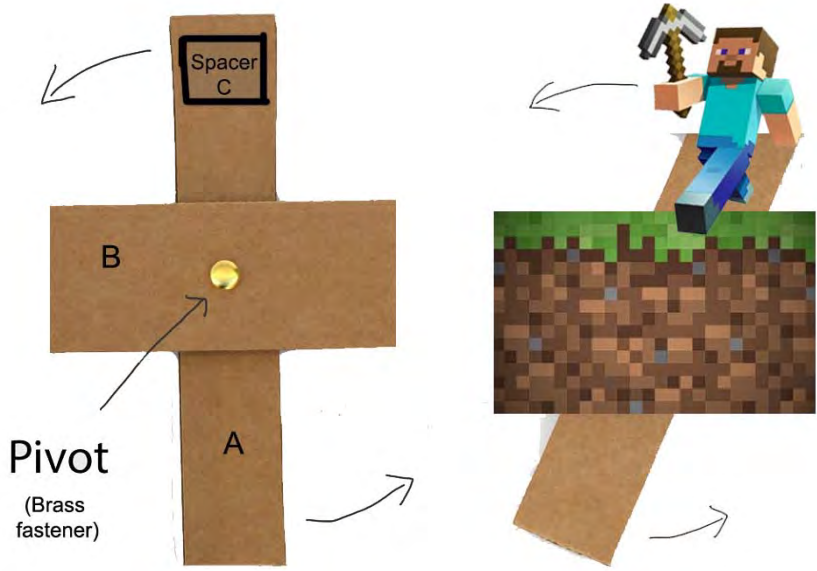
Cut one each of the template (cardboard): A, B, C

Need: 1 brass fastener, glue (or tape)

A Cut 1 piece - 4" x 3/4"

B
Cut 1 piece 1.74" x 2.78" (same size as the background above)

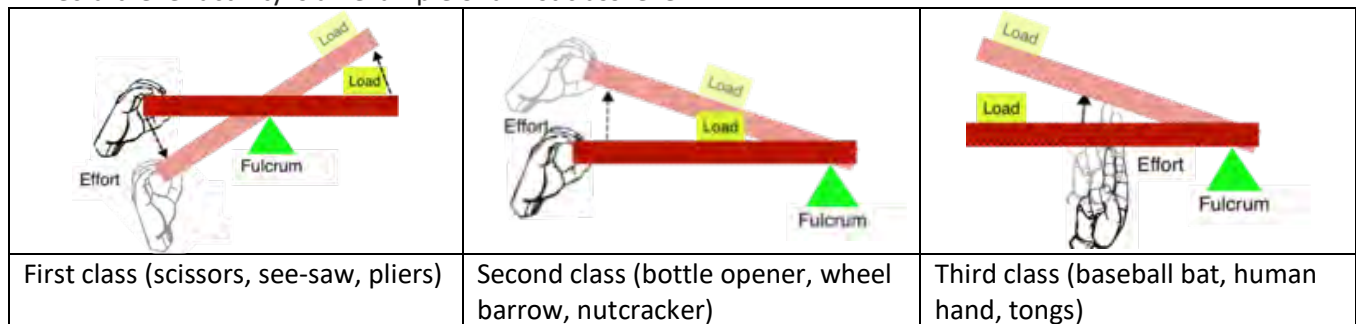
C
Cut 1 piece - 3/4" x 3/4"



Spacer – cut from corrugated cardboard

LEVER

A lever is a commonly used simple machine. All levers have fulcrums, which are bars that rotate at fixed points (pivot points). A lever is used to apply a force to move a load. There are **three types of levers**: first class, second class and third class. The difference between **the three classes** depends on where the force is, where the fulcrum is and where the load is. In a first class **lever**, the fulcrum is located between the input force and output force. This Minecraft lever activity is an example of a first class lever.



<https://schools.wikia.org/wiki/Levers>

Minecraft Education – for BCPS traditional K-12 Teachers and Students - Check with Canvas below

Info on Minecraft Education can be found in Canvas (for BCPS traditional K-12 Teachers and Students only)

<http://bit.ly/BrowardMinecraft123> (will only work within BCPS Canvas)

Minecraft: Education Edition is an open-world platform that promotes creativity, collaboration, and problem-solving in an immersive environment where the only limit is your imagination.

Minecraft Education is uniquely suited to developing non-cognitive skills such as collaboration, teamwork, creativity, innovation, problem solving, communication and social skills. It also provides a platform for teachers to generate learning environments that are specifically tailored to meet state educational standards. Your students can engage in teacher-facilitated units of study that include scale model creation and mapping (Social Studies), graphing, Geometry and number sense, Ecosystems biomes, conservation, physical science, Coding and Computer Science, as well as researching and writing (ELA).

Minecraft Education supports instructional technology beliefs in the following ways:

- All learning environments focus on student mastery of content as well as technology.
- The seamless integration of technology is essential to meet the needs of digital natives.
- Digital lessons promote digital literacy and responsible digital citizenship.
- Students use Minecraft Education to engage in learning tasks that are inconceivable in the real-life classroom.
- Instruction provides opportunities for creativity, critical thinking, collaboration, and communication, essential skills for the 21st century workplace.
- An introductory platform to Spatial Computing, a massive field and a major component of future computer science careers.

Upcoming Minecraft Training Dates for BCPS Teachers – register via LAB

Course Title: Introduction to Minecraft Education

Must attend both days of this 2-Day training

Sessions:

October 29 and November 12

October 30 and November 13

October 31 and November 14



For more info, contact Erik Leitner at
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