TEACHER'S GUIDE

Listening activities and suggested answers

Why did Minecraft take over the world?

This version: English | Duration: 8:53 (about 9 min)

Published languages: English, Finnish.

YouTube: youtu.be/iB6qbi77hJE
Spotify: open.spotify.com/episode/5tW8y0rUelAhGxkzlrErKX

Introduce the questions before listening. Students write answers after the whole episode. Discuss their answers as a class or in pairs.

Suggested answers are in italics. Accept students' own wording when the meaning is correct.

1 How did a mistaken pig model lead to the creeper?

The early pig model's proportions went wrong. Its strange upright shape became the starting point for the creeper.

2 How can redstone be used to make a computer?

A signal can be on or off. Connecting many such choices can make machines that calculate, store information and follow instructions.

3 Why can the same game offer players different adventures?

Players choose their own goals, build, invent challenges and share ideas. The same blocks and rules can support many different activities.

4 Invent a block-building challenge

The goal and rules make an understandable challenge. Owning the game or knowing every item is not required. Accept different new ideas.

Teaching tip: Let a partner check whether the rules explain what to do.