We are primary school teachers. We have been working together for five years in the "Trento Trieste" primary school in Cremona, in the North of Italy. There are 26 pupils in our classroom, 5th grade. It's a 2.0 class, with Interective White Board, wifi connection and 26 laptop for our pupils. We stay at school 40 hours a week. In our opinion ICT isn't a specific subject but simply a tool as book, pen, pencil... it's an important instrument of 21st century.

We work in the same class, so we teach every subject except Catholic Religion and Music. Teaching all the subjects, it's simple for us to use innovative methods and teach through PBL (Project Based Learning), or BYOD (Bring Your Own Device), or GBL (Gamed Based Learning). We like teaching our pupils to have a self- evaluation through gamification. It's important to motivate them to learn and to go to school. We try the Immersive teaching in some 3d virtual worlds: edMondo and Minecraft. The first one is the 3D virtual world of INDIRE, where you can enter with your avatar and it let you to fly, teleport, build, move and speak. We have been collaborating with INDIRE, the Italian Institute for Educational Development, for a long time.

With more than 100,000,000 copies sold worldwide, Minecraft is currently the second popular video game of all time (after Tetris). It is particularly popular among 5 to 12 years old population, and it is also known that most of Italian kids play Minecraft at home.

It is our belief that learning is a narrative structure that pupils build up, live, plan and amend upon their "need to know", where the teacher's role is mostly intended as "film director". The idea of a joint knowledge is also essential.

We well know, being teachers, that game is fundamental when learning. As a matter of fact as per McLuhan's assertion "there is no learning process without fun and there is no fun without learning process".

The usage as a platform of virtual environments such as edMondo INDIRE as innovative collaborative and immersive tool means to support a new way of learning, documenting, resulting meanwhile highly motivating.

a game in edMondo

Some avatars

A treasure hunt by night

Here you can see some our experiences about edMondo:

[Amedeo caterpillar's island](#)

Amedeo caterpillar's island

Amedeo's avatar

Pinocchio's dreams island1

Pinocchio's dreams island 2

Therefore, as far as school year 2016/17 was concerned, we participated in a research-action project of INDIRE to produce effective teaching practices focused on Minecraft in classroom.

We, as teachers didn't know anything of that videogame and were really surprised to know that pupils not only used the game by themselves at home, but they also had the capability to design in the virtual world. The latter element was the most important from an education point of view as Minecraft combined the amusement (3D environment) with education– requirements in order to make pupils become the key players in designing spaces inside the "world", without teachers' interference.

The real educational challenge was, at that point, to design paths which included "problem solving" situations through a creative virtual environment to get capabilities as stated in school programs.

Here you can see some our experiences about Minecraft:

Link to the world project: Italian coat of arms

Link to the World project: Country flags

A water main in Minecraft

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