

Hey - welcome back! In this lesson here, we're going to be looking at the actual BuildAbility world.

I'm excited as one of the authors of this world, to help to kind of see how it's working out. Dan's going to navigate you through. Hopefully, you'll have a little bit of an overview before heading into what the students are seeing and you can kind of expect some things going on. So Dan, show us what we're doing.

All right, I've been looking forward to this kind of world for a long time. This is awesome.

When we jump into the world, to begin with, it's actually this is really cool, it's going to ask us whether we want to go with a keyboard (so if we're on a Chromebook, or a Windows PC, or a Mac) or if we're using an iPad, we've got touch controls here. It's going to help us have an interface that works better for us and it's in line with that whole concept of accessibility.

This is really cool. So I'm going to pick a keyboard being on a Windows gaming device. And you'll note, you can't move around, to begin with, you can look around, but you can't actually do anything. We do have to read the blackboard and it's going to teach us how to navigate around in Minecraft. We're going to look at this golden glowing orb here and it will help orientate us.

Dan, how are you actually looking around as you're doing that?

Good point. I was using my mouse to move around with that. So if you're on a Chromebook, you're going to use your mouse pad. I'm using a wireless mouse here. If you're on an iPad, you're going to be using your finger to look up and down and point around.

Now I've got this glowing path here that I can follow. So it's prompting me to press W to move forward, I can also open up my keyboard hints here, you'll notice down in the bottom left corner. There is a little "h show controls," I can press H to show my controls and I can see all of the keyboard hints right here.

I'm going to move forward, I'm going to walk through this little gate, and just navigate around here following this path. I'm using my W S, A and D keys (forward, back left and right) to move around. These are sort of traditional common controls that you'll see in most gaming platforms today. So they are kind of standard, which is helpful.

All right, so I've got an NPC (non-player character) and got a little arrow flashing above it here. So you see this little arm here pointing at me to click on my NPC or interact with it.

It's actually showing me it's got my mouse there, and it says right-click to interact with it. Now if you're on a Chromebook, you might have to use what we call the That's right, the fangs - the two-finger tap - on the mouse pad to do the right-click.

The NPC is going to introduce us to Immersive Reader here. It's directing us to click this little button here. Immersive Reader is an absolutely awesome tool. So let's open this up; it's loading Immersive Reader.

Immersive Reader is great because it does read for your students.

They're going to walk us through placing blocks. I know there are a lot of people playing that are probably already experts in a way past this, but we're just going to quickly walkthrough for those of us that are not familiar with some of these dynamics.

It's now asking us to click this block here, which I suspect is going to give us some items. It's given us some white wool. And we've got arrows directing us to place this wool down on this block area here.

I'm going to right-click again. If I'm on a Chromebook, I'm using that two-finger tap. You'll note that I'm actually pointing to that plus sign in the center of my screen. It's my point of focus. And I'm pointing where I want to place those blocks.

I can jump up here and walk over to the next NPC. You can jump using the spacebar, but most of the time Minecraft is defaulted to just automatically jumping when you hit one level of blocks.

We're going to have to click on this NPC again here. We're going to break some blocks this time. All right. So we're gonna right-click again, we're directed to right-click this block here. And it's gonna let us break through this wall. So I'm going to left-click and hold to break through the wall.

The hold button is the important one, I often just click and I'm like, why is this working?!

Click and hold! If you just click, it's not going to do anything. You have to click and hold.

We can now walk through that we've broken the wall. We have another NPC we can talk to here.

We're now learning about the camera and the portfolio. The camera is another feature that I really like I can run around and take pictures. So I'm going to take a picture here of the NPC.

It has now given me my portfolio. If I open up the portfolio, it shows me the picture that I've taken. I can download this photo into the actual game and attach it to an item frame and actually pin it up, which is a cool feature.

We won't be using this in this world, or at least not in the instructional areas, though you might take advantage of that later on in some of the build areas. You can also export the portfolio to a PDF. Let's go ahead and close that book by closing the "X" up in the top right corner here.

Next, we will see a land acknowledgement here, which is nice to add to the actual game. Once you've read the acknowledgement, you can go over to the door, and we're going to click this button to open the map.

I don't think I mentioned that when I'm interacting with buttons, it's a right-click to interact with buttons, levers, and other items like that.

We are now in the atrium.

None of the other worlds will open up until we get to this section. Dan is going to talk to this NPC player, which is going to tell him to get set to learn about five accessibility barriers which are foundational to our learning.

It's important that in this section, you and your students spend a lot of time understanding the five barriers. Some of your students may try to skip through this, but this might be an important area where you want to do some personal learning with your students.

For this tutorial, I'm just gonna hit "Done," and then head off to the other NPCs.

Once you complete those five barriers, the other three worlds are going to open up. You have to read and then talk to each NPC. When you're done there's a School world, there's a Mall, and there's also a Community area. All areas explore these five barriers

Once Dan talks to each of these NPCs (there are both boards, and NPCs to learn from) the other spaces are gonna open up.

Now I am racing through these just a little bit here just to get us on to our next section. But it is an excellent opportunity to learn a lot about different sorts of accessibility barriers, challenges and so forth. I've done some accessibility activities before and when I came through here, I was just absolutely blown away and amazed at all of the different kinds of barriers and challenges that are out there that I had not considered.

You'll notice the characters and NPCs are totally different, some of them brand new in the way they look. There are gonna be a lot of different little things that you may and students may just miss, so it's important to take a look around.

We'll talk more later on in our video five on the the the educator guide, which will walk you through a lot of what these things are. So Dan is now at the final barrier and you'll notice that there'll be more little yellow dots that he's gonna have to follow.

That's the nice thing about this world too, is that the tutorial parts are pretty easy to follow. Dan's back into the main atrium.

You can now pick any new world to explore except for one that's still barred because that is the sandbox. In each world, you'll find a guide that walks you through very similar to what it is. This guide will also bring you back to the atrium allowing you can travel back and forth.

Let's do a quick little tour around here.

There'll be different NPCs that tell you to go to the build plot, and there'll be an actual building challenge, or for the most part, the students will just walk around the world there.

This will be for every single world that you're in. There'll be NPC players to talk to. There'll be challenges to do. And students will take their portfolio and their camera, as well as the there's reflecting questions that kind of go with it. But we can talk about that as we go.

Hopefully, you've had some time to take a look and navigate. Dan is using his W, A, S, D keys for moving around. He'll use his camera to take pictures. Use the number keys 1, 2, 3, 4 to change the item you're using.

This tutorial has hopefully helped you to feel more comfortable moving in this world and give you the opportunity to explore at your own pace. Thank you for being here and we'll see you in the next video.