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Project Acronym: AstronoMine
Project Full Title: Learning Astronomy through Minecraft

Press release – Progress Update on the Astronomine Project: Teachers' Manual and Minecraft World in Development

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The Astronomine project, funded by the Erasmus+ Knowledge Alliances programme, is making significant strides in its mission to bring the wonders of astronomy to classrooms across Europe. The project's partner organisations are diligently working on the final output, which includes a comprehensive Teachers' Manual and a dedicated Minecraft world, Astronomine World.

The Teachers' Manual is designed to be a comprehensive guide for educators, providing them with the necessary tools and resources to introduce the topic of astronomy in their classrooms. The manual is nearing completion, with the consortium of partner organisations putting the finishing touches on this valuable resource.

The manual is structured into nine chapters, each focusing on a different aspect of astronomy. These include "The Sky Above Us," "The Sun and the Moon," "Solar System," "Tools of the Trade," "Stars and Nebulae," "Galaxies and the Universe," and "Are We Alone?" Each chapter is designed to introduce the topic, a detailed lesson plan, and Minecraft activities to reinforce the learned topics.

Parallel to the manual, the consortium has also begun the exciting task of preparing the Astronomine World in Minecraft. This dedicated Minecraft world will serve as an interactive platform for students to explore various topics in astronomy. The target group for this innovative learning tool is students aged 10-12 years.

The Astronomine World in Minecraft is designed to complement the Teachers' Manual, providing a hands-on, immersive learning experience that reinforces the topics covered in the manual. The Minecraft activities included in each chapter of the manual will be directly linked to the Astronomine World, allowing students to apply their newly acquired knowledge in a fun and engaging way.

The consortium is planning to have the alpha version of the Astronomine worlds ready by autumn 2023. Once completed, the Astronomine worlds will be tested with The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



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students from different countries across Europe, providing a unique opportunity for cross-cultural learning and collaboration.

The Astronomie project represents a significant step forward in the use of technology in education, combining the popularity of Minecraft with the fascinating subject of astronomy. The project's partner organisations are excited about the progress made so far and look forward to seeing the impact of their work on students across Europe.

For more information about the Astronomie project, please visit our website:

<http://astronomie.erasmusplus.website/>

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