



# AGILITE

Developing the digital and entrepreneurial competences  
of VET trainers to support agile entrepreneurship training





# AGILite

- [TOC \o "1-2" \h \z \u Nicholas Provenzano, Teacher and Makerspace Director](#)
- [University Liggett School, Michigan](#)
- [March 2023](#)
- [Innovative Delivery and Practices using](#)

**Using Minecraft  
to Design  
Amusement  
Parks**

## ***The initiative***

A teacher of Innovation and Design class in Michigan, wanted students to think big and create big designs, but due to lack of time and appropriate equipment this took a lot of time. The solution found was to incorporate technological tools such as Minecraft for the design, and Seesaw for managing and monitoring the progress of his students.

## ***Time frame***

The Minecraft assignment started at the beginning of the trimester, and submitted towards the end of the trimester.

## ***Areas of Focus***

- To promote a learner-led approach, and experiential learning.
- For students to solve a problem using their designing skills and creativity.
- For students to manage their time in order to work on the project throughout the trimester and reach an outcome.

## ***People Behind the Case Study***

L Nicholas Provenzano, Teacher and  
Makerspace Director

# THE JOURNEY

## Finance

N/A

## Outcomes to date

'The students were excited to showcase their work and there were great conversations about what goes into a website that is trying to sell people on what they have to offer. Spelling and grammar conversations were had as students talked about what a website that is filled with errors might say about a business. Most of all, time management was a big part of the conversation since many students planned for something much bigger, but underestimated the time it would take to complete much of their park. My class is about failure as much as it about design and creation. Learning those hard lessons on time management and completing tasks in a timely manner are tough lessons to teach, but learning them in an environment where they do not have to be afraid of failing their assignment or class because they tried something big is important to me. (My class does not have homework or grades to push student to try big ideas and see how they work.)'

## Origins

University Liggett School, Michigan

## Why it's relevant to AGILITe

Experiential learning refers to a practical type of education that allows learners to apply the theoretical knowledge gained in real-world situations, in order to better prepare learners to enter the job-market. This type of learning has many obvious benefits to offer in VET education, as learners with more visual or hand on learning styles or institutions which might not having access to certain resources physically will benefit from this technology.

The case study presented here is a perfect example of experiential learning, which can be used by VET trainers to promote a more learner-led approach and allow their students to develop key skills on the way.

## REFLECTION & DISCUSSION POINTS

- Does my class follow teacher-led or learner-led approach?
- Are you using the full potential of digital technologies in your class?
- How can I promote experiential learning in my class?

### MORE INFORMATION

Website: <http://www.thenerdyteacher.com/>

Contacts: Nicholas Provenzano

OneNerdyTeacher@Gmail.com

# AGILite

Developing the digital and entrepreneurial competences  
of VET trainers to support agile entrepreneurship training



Co-funded by the  
Erasmus+ Programme  
of the European Union

"The European Commission's support of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission can not be held responsible for any use which may be made of the information therein." Project Number: 2020-1-IE01-KA226-VET-082937