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The Story of Minecraft



In the town of Stockholm, Sweden, in 2009, a visionary named Markus Persson, who had the nick name “Notch,” had a spark of creativity that would inspire the imaginations of millions. He dreamed of a game that was unlike any other—a sandbox where players could use their creativity and build their own worlds from scratch. Notch was not just any dreamer; he was a skilled programmer with the ability to turn his visions into reality. He began making a game that would allow players to use blocks to construct anything they could imagine. This game, which he named “Minecraft,” came from his passion for keeping it simple and for exploration. In the beginning, Minecraft was a private project, enjoyed only by Notch and his close friends. But as word spread about this unique game, Notch realized that it had the potential to be enjoyed by a much larger audience. He made the big decision to release Minecraft for everyone to download and play on their computers. The response was amazing. Players from all corners of the world were drawn to Minecraft’s open-ended gameplay and the freedom it offered. They built towering structures, explored large landscapes, and enjoyed epic adventures—all within the confines of their digital worlds.

As Minecraft’s popularity soared, Notch knew he couldn’t do it alone. He enlisted the help of his friends, who shared his dream and dedication. Together, they worked hard on Minecraft, adding new features, and expanding it. In 2014, Notch sold the game to Microsoft.

Today, Minecraft has become more than just a game; it’s a platform for education, creativity, and community. Children learn about architecture and engineering as they build their dream homes. Artists express themselves through great designs. And gamers form friendships across continents as they explore together. The legacy of Minecraft is not just in its code or its graphics; it’s in the stories it has inspired and the dreams it has helped realize. It reminds us that from a single idea can become something extraordinary—a world where anything is possible.

1. Read the passage and underline any word or sentence you struggled with.
2. Answer the questions on the following page.

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Answer according to the reading passage:

1. Where did Minecraft get started:

- a. Switzerland
- b. Sweden
- c. Spain

2. What was Minecraft inventor's nick name?

- a. Marcus
- b. Notch
- c. Persson

3. Minecraft started as a:

- a. kid's game
- b. private project
- c. Microsoft App

4. Players from all over the world were drawn to Minecrafts:

- a. digital worlds
- b. ability to build structures
- c. open ended game play

5. A single idea can become:

- a. lots of fun
- b. a world wide game
- c. something extraordinary

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Open Response Questions

Open Response Questions for Thinking Skills:

1. Inferring
2. Making Connections
3. Summarizing
4. Visualizing

1. Why do you think Markus was so motivated to develop Minecraft?
 2. Do you think it was a good idea to sell to Microsoft? Why or why not?
 3. Why do you think Minecraft became so popular worldwide?
 4. Describe an app you would like to be able to develop.
- Have you played Minecraft? If so, what do you like/not like about it?
 - Can you think of a single idea that would become extra ordinary?
 - What kind of person do you think Markus was?
 - Why do you think Markus needed the help from his friends when he first started developing and using Minecraft?
 - What is the best app you have every played and why is it the best?