MINECRAFT EDUCATION

Newsletter

June 2025

Welcome to the Second Edition of the Minecraft Education Newsletter

Dear Educators, Partners, and Minecraft Enthusiasts!

We're thrilled to bring you the second edition of our Minecraft Education Newsletter, spotlighting the incredible momentum across Central and Southeast Europe, the Middle East, and Africa. From inspiring classroom stories to powerful new resources, this issue celebrates the creativity and commitment of our educator community.

Whether you're just starting your Minecraft journey or leading the way as an ambassador, we hope this newsletter energizes your efforts and connects you with a broader community of passionate educators.

Let's keep building, learning, and inspiring - together.

Agenda

Bringing Minecraft Education to communities through local partnerships

Teacher Success Stories

Cross-regional digital activities

University of the Witwatersrand's success story

Minecraft Education Community

Bringing Minecraft Education to communities through local partnerships

Czechia

Czech Schools Transform Learning with Minecraft Education: From AI Literacy to Digital Skills

The Czech Republic is leading in innovative education by integrating Minecraft Education into schools. Supported by **the Ministry of Education** and partners like **EDUCENTRE**, the program combines creativity, technology, and curriculum-based learning.

As part of the Hour of Code, 25 sessions introduced students and teachers to AI and cybersecurity. The Build Your School in Minecraft challenge promoted teamwork and digital skills.

Backed by the **Education Strategy 2030**, Minecraft Education is becoming a vital tool in the country's digital learning transformation.

From roadshows to beekeeping (yes, even in Minecraft! **Bees**) there's always something new to discover and explore.

Slovakia

Embraces Minecraft Education to Bridge Digital Gaps and Inspire Young Minds

Slovakia is taking bold steps toward digital education with plans for a nationwide rollout of Minecraft Education, aiming to transform classrooms and communities through immersive, game-based learning.

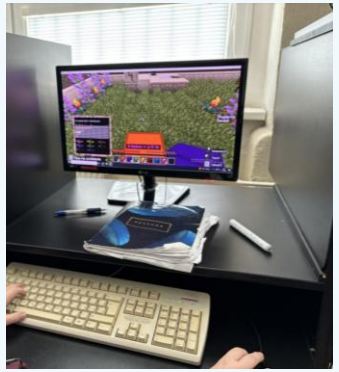
At the heart of this transformation is a commitment to inclusion and innovation. The Ministry is supporting a philanthropic initiative aimed at providing supplementary education to refugee students. Through engaging Minecraft modules delivered by trained mentors, these students are gaining access to creative, hands-on learning experiences outside regular school hours.

The program also includes:

Educator Empowerment:
A training strategy to help teachers integrate Minecraft Into their curriculum, with support from Minecraft Ambassadors, Fellows and Partners.

Future-Ready Skills:
Upcoming workshops will focus on AI, cybersecurity, and sustainability, aligning with Slovakia's broader digital education goals and addressing gaps identified.

As **Minecraft Education** becomes a cornerstone of **Slovakia's digital learning strategy**, it is not only enhancing classroom engagement but also fostering creativity, collaboration, and critical thinking among the next generation of learners.



Bringing Minecraft Education to communities through local partnerships

Romania

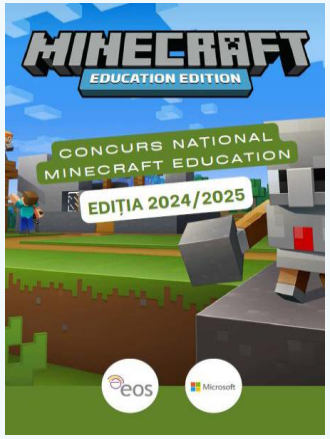
Launches National Minecraft AI & Cybersecurity Competition

Romania is embracing future-ready education with its **National Minecraft AI and Cybersecurity Competition**. Led by **Fundatia EOS Romania**, the initiative engages students in designing AI-powered skyscrapers in Minecraft, blending creativity with real-world tech.

Highlights include:

- **Teacher Training**: National workshops equipped educators to teach AI and cybersecurity using Minecraft.
- **Widespread Participation**: Many schools joined, showing strong national interest.
- **Community Outreach**: A robust campaign boosted visibility and engagement.
- **Celebrating Success**: The competition ended with an awards ceremony and showcase video.

More than a contest, this initiative is a step toward empowering **Romania's next generation of digital innovators**.



Kazakhstan

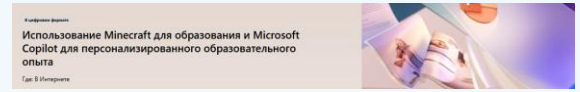
Empowers Classrooms with Minecraft Education: Cyber Skills and Sustainability Take Center Stage

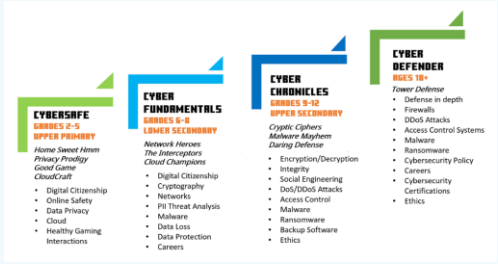
Kazakhstan is embracing the power of game-based learning through a series of impactful **Minecraft Education** initiatives aimed at equipping students and educators with essential 21st-century skills. Spearheaded by dedicated Minecraft Ambassadors and supported by Microsoft's regional education team, these efforts are transforming how digital literacy, cybersecurity, and sustainability are taught in schools.

The Ambassadors delivered training sessions in **Russian**, offering educators and students an engaging introduction to Minecraft Education. These sessions introduced educators to the fundamentals of cyber security and digital safety. The sessions equipped educators with interactive tools and lesson plans that explore AI, digital citizenship, and responsible online behavior.

These activities are part of a growing movement across Central and Eastern Europe to integrate **Minecraft Education** into national curricula. With strong collaboration between ministries, educators, and local partners, **Kazakhstan** is positioning itself as a leader in digital education innovation.

As **Minecraft Education** continues to gain traction in classrooms across the country, students are not only learning to code—they're learning to think critically, collaborate effectively, and build a better world, one block at a time.





Bringing Minecraft Education to communities through local partnerships

Pakistan

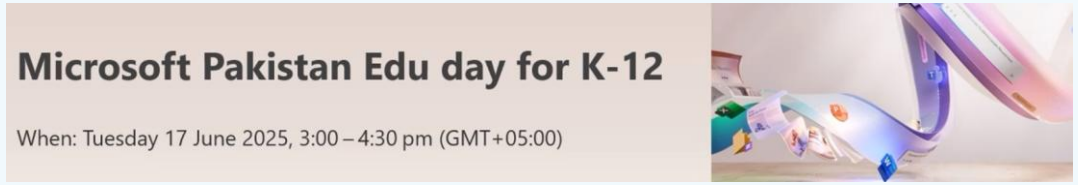
Minecraft Education in Pakistan: Empowering Classrooms and Communities

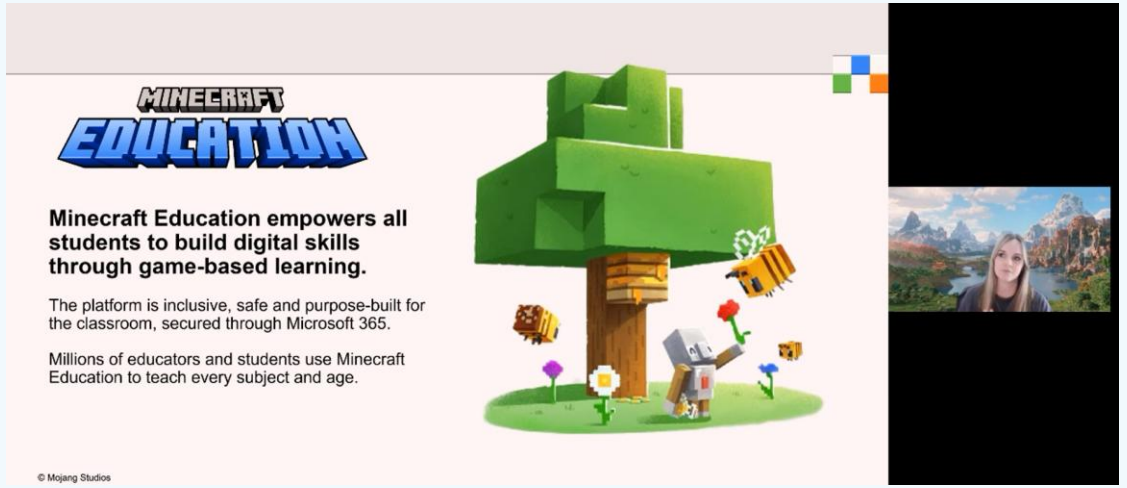
Pakistan is embracing the power of **Minecraft Education** to transform learning experiences and promote digital inclusion across its diverse educational landscape. From grassroots initiatives to global campaigns, Minecraft is helping students in Pakistan build **creativity, collaboration, and critical thinking**—one block at a time.

In addition to thematic learning, Minecraft is being used in schools to support a wide range of subjects – from mathematics and history to science and digital citizenship. Educators are leveraging Minecraft's immersive environment to create engaging lesson plans, foster problem-solving skills, and promote teamwork through multiplayer collaboration.

These efforts are supported by a growing ecosystem of teacher training, localized content, and community engagement. With its open-ended gameplay and educational tools, **Minecraft Education** is proving to be a powerful platform for innovation in Pakistani classrooms—especially in underserved areas where traditional resources may be limited.

As Pakistan continues to invest in digital learning, **Minecraft Education** stands out as a beacon of creativity and inclusion, helping students imagine and build a better future.





Bringing Minecraft Education to communities through local partnerships

Slovenia

Slovenian Classrooms Embrace Minecraft Education to Spark Digital Creativity

Slovenia is rapidly becoming a regional leader in digital education, thanks to a growing movement to integrate Minecraft Education into classrooms across the country. Spearheaded by the **Digital School Slovenia team**, a **Microsoft Global Training Partner**, the initiative is equipping teachers and students with the tools to explore coding, creativity, and collaboration through immersive game-based learning.

In **April 2025**, a series of hands-on workshops were held for primary and secondary school teachers, focusing on practical applications of **Minecraft Education** in subjects ranging from chemistry and environmental science to digital citizenship and online safety. These sessions empowered educators to develop their own lesson plans and explore best practices for using Minecraft to enhance student engagement.

The Digital School platform also launched a collection of localized Minecraft worlds and instructional guides in **Slovenian, Croatian, and English**. These include themed experiences such as "**Journey Through the Heart**," "**Online Safety**," and the festive "**Christmas Market**," all designed to align with national curriculum goals.

With continued support from **Microsoft and local education partners**, Slovenia's Minecraft Education journey is poised to expand further, inspiring a new generation of learners to build, explore, and innovate—one block at a time.

Croatia

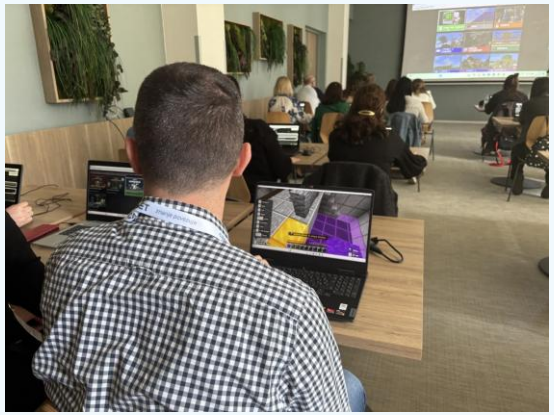
Minecraft Education Shines at Croatia's CARNET Users Conference

Rovinj, April 2025 — The annual **CARNET Users Conference (CUC),** Croatia's premier gathering for educators and ICT professionals, welcomed over 800 participants this year with a strong focus on digital innovation in the classroom. Among the standout sessions were a dynamic showcase of **Minecraft Education**, led by **Minecraft Ambassadors**.

Held in partnership with local **Microsoft Innovative Educator Experts** (MIEEs), the Minecraft sessions included both introductory and advanced workshops tailored for teachers, IT coordinators, and education leaders. Participants explored how Minecraft can be used to teach artificial intelligence (AI) literacy and cybersecurity awareness - two of the most pressing topics in today's digital education landscape.

The initiative is part of a broader effort to support Croatia's digital education goals and to equip educators with tools that foster creativity, collaboration, and critical thinking. **Minecraft** is more than a game—it's a platform for building future-ready skills.

With growing interest from schools and education ministries across the region, the success of the **Minecraft Education sessions** at CUC 2025 signals a promising future for game-based learning in Croatia and beyond.



Bringing Minecraft Education to communities through local partnerships

Bulgaria

Empowering Bulgarian Classrooms with Minecraft Education

In Bulgaria, a transformative educational initiative has been reshaping how students and teachers engage with digital tools—particularly through the use of **Minecraft Education**. As part of a broader effort to promote **STEAM (Science, Technology, Engineering, Arts, and Mathematics) learning**, this initiative has introduced a series of impactful Minecraft-based activities aimed at fostering creativity, digital literacy, and collaborative learning in classrooms across the country.

Among the key highlights:

Training Webinars for Educators: Two comprehensive webinars were delivered to Bulgarian teachers, equipping them with the skills and confidence to integrate Minecraft Education into their teaching practices effectively.

Localized Learning Resources: A suite of 21 “How-To” videos was developed in Bulgarian, offering step-by-step guidance for both educators and students. These resources support the use of Minecraft in teaching STEAM concepts and digital citizenship.

Student Engagement: The initiative reached a wide audience of students through hands-on Minecraft training sessions, laying the groundwork for a national Minecraft Challenge that encourages innovation and teamwork.

This work in Bulgaria exemplifies how localized, immersive digital learning experiences can empower educators and inspire students. By leveraging Minecraft Education, the program is cultivating a new generation of learners equipped with the skills and mindset to thrive in a digital world.

Greece

Minecraft Education in Greece: Building Sustainable Futures

Greece is making remarkable strides in integrating Minecraft Education into its classrooms, with initiatives that blend cultural heritage, sustainability, and digital skills. One standout project, "My Sustainable City & Landmarks – East Attica Project," brought together over **550 students from 10 schools** to reimagine historical and contemporary monuments in Eastern Attica using Minecraft Education.

This initiative, launched in collaboration with the **Ministry of Education in Malta** and supported by Infokids and Re:Invent Education, introduced a custom curriculum focused on **STEM and coding.** The overwhelmingly positive feedback from educators has led to a three-year continuation plan, deepening students’ understanding of sustainability and datacenter infrastructure.

In parallel, Greece is also contributing to regional awareness campaigns. As part of the **CEMA Cyber Awareness Campaign**, Greek educators participated in **Minecraft Education webinars** and shared insights through the Minecraft H1 Newsletter. Notably, the Avgoulea-Linardatou Private School, a Microsoft Showcase School, hosted its 15th annual conference on “Cutting-Edge Technologies in Educational Practice,” featuring Minecraft sessions and drawing over **2,000 educators from across the region**.

These efforts underscore Greece’s commitment to using game-based learning to empower students with 21st-century skills while honoring their cultural roots. From ancient landmarks to modern sustainability challenges, Minecraft Education is helping Greek students build the future.

Bringing Minecraft Education to communities through local partnerships

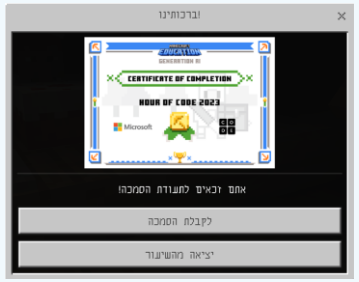
Israel

Israel's AI Month Ushers in a New Era of Learning with Minecraft in Hebrew

Israel's Ministry of Education has launched a nationwide AI Month, with **Minecraft Education** at its core. Two **AI-themed Minecraft worlds**—AI for Good and AI Generation—have been fully localized into Hebrew, making AI learning accessible and engaging for thousands of students.

Led by **Microsoft's Education Team and G&S LTD**, the initiative includes educator training, online workshops, and dedicated portals with daily AI challenges. It's part of Israel's broader 2025 AI curriculum strategy, aiming to make AI education inclusive, hands-on, and future-focused.

The initiative also includes the creation of dedicated online portals for students and teachers, where they can access the localized Minecraft content and participate in daily AI-themed challenges throughout February. The **MOE** has emphasized the importance of this campaign in preparing students for a future shaped by artificial intelligence, aligning with its broader **2025 AI curriculum strategy**.



Malta

Malta Students Build the Future – One island at a Time

Students across **Malta** recently took part in an exciting **Minecraft Education Build Challenge**, where imagination met innovation in the creation of **Futuristic Islands**. Supported by the Microsoft Partner, Headstart Technologies, the students were tasked with designing sustainable and forward-thinking island communities. Learners showcased their creativity, problem-solving, and digital skills in a uniquely Maltese context.

From floating solar farms to **AI-powered eco-habitats**, each build reflected a vision of a better tomorrow—rooted in environmental awareness, cultural identity, and cutting-edge technology. The challenge not only encouraged teamwork and design thinking but also aligned with Malta's national goals for digital education and sustainability.

This inspiring initiative highlights how **Minecraft Education** continues to empower students to dream big, build boldly, and shape the future—block by block.

Bringing Minecraft Education to communities through local partnerships

Egypt

Egypt's Hour of Code: A Spotlight on Arabic Innovation in Minecraft Education

In a landmark celebration, **Egypt** hosted its first fully localized **Arabic-language Minecraft Education Hour of Code event**, titled "**The Show Must Go On**." This immersive experience brought together students and educators to explore the power of coding through creativity, storytelling, and responsible AI.

Held in February, the event was delivered in Arabic by a **Microsoft Fellow** making it a milestone in accessibility and engagement for Arabic-speaking learners. Participants navigated a series of coding challenges designed to enhance problem-solving and computational thinking, all while helping to "save the show" in a dynamic Minecraft world.

Nelly Hamed, a seasoned **Minecraft mentor and Microsoft Fellow**, brought her expertise to the forefront, helping to shape an experience that was both educational and inspiring.

What made this **Hour of Code** especially impactful was its cultural and linguistic relevance. With in-game Arabic language support and localized content, the event empowered students to engage with computer science in a way that felt personal and meaningful. The session also emphasized Microsoft's Responsible AI principles, encouraging learners to think critically about the role of technology in shaping the future. The recording of the event is available here.

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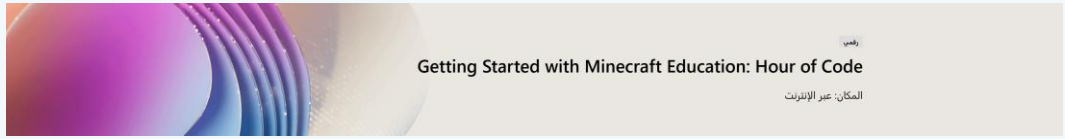


South Africa

Leads with Custom AI Content in Minecraft Education

South Africa is taking bold strides in digital education with the launch of custom **AI literacy** content built specifically for local classrooms using Minecraft Education. This initiative is part of a broader strategy to equip students and educators with future-ready skills through immersive, game-based learning.

The program includes a comprehensive curriculum that introduces students to foundational AI concepts, ethical considerations, and real-world applications - all within the engaging world of Minecraft. Educators are supported through a **Train-the-Trainer** model, professional learning communities (PLCs), and a growing library of localized resources, including lesson plans, coding challenges, **and AI-themed Minecraft worlds**.

As AI continues to shape the future of work and learning, South Africa's Minecraft-powered approach is proving that innovation, accessibility, and creativity can go hand in hand.

In partnership with **Scadco, a Microsoft partner**, they created custom designed worlds with a South African context and aligning to various subject for cross curriculum teaching. Students assist each other with building skills. The students had to use problem solving and computational thinking strategies to move through the escape rooms. **Immersive Reader** was used with students that have English as a second language for the translation into German.

Bringing Minecraft Education to communities through local partnerships

Morocco

A National Minecraft Competition with Massive Reach

Morocco has taken **Minecraft Education** to new heights through an annual national competition organized by education partner DynIT, in collaboration with the Ministry of Education and telecom provider INWI.

Running from November to July, the competition is supported by INWI's sponsorship of 1,000 Minecraft licenses each year.

This year alone, the initiative has reached:

- 280 schools
- 600 educators
- 40,000 students

The competition encourages students to build creative, culturally relevant projects while developing skills in collaboration, critical thinking, and digital design. To support the growing demand, new French-language content and educator training resources have been introduced.

Kenya

School of the Nations Kenya Builds Future-Ready Learners with Minecraft Education

School of the Nations in Kenya is embracing the power of Minecraft Education to transform learning and empower students with 21st-century skills. As part of a broader movement across Africa to integrate game-based learning into classrooms, the school is leveraging Minecraft to foster creativity, collaboration, and critical thinking among its learners.

Through partnerships with organizations like **STEAMs Lab Africa and Microsoft Education**, students at School of the Nations are engaging in immersive projects that blend curriculum content with real-world problem-solving. Activities include sustainability-themed build challenges, coding workshops using Minecraft's Code Builder, and digital citizenship lessons that promote safe and responsible technology use.

Educators at the school have also participated in regional training sessions and webinars, such as "**Building a Sustainable Future with Minecraft Education**" and "**Minecraft Adventures for Young Innovators**," which equip them with the tools to design impactful, student-centered learning experiences.

These efforts are part of a growing ecosystem of **Minecraft Education initiatives in Kenya**. From AI literacy to esports competitions, Minecraft is proving to be a powerful platform for engaging students and preparing them for a digital future.

As **School of the Nations** continues to innovate, it stands as a model for how technology can be harnessed to inspire the next generation of Kenyan changemakers—one block at a time.

Bringing Minecraft Education to communities through local partnerships

KSA

Saudi Arabia's Ministry of Education and Microsoft Launch Hour of Code with Minecraft Education.

In a landmark collaboration aimed at advancing digital literacy and coding skills among youth, the Saudi Ministry of Education (MOE) partnered with Microsoft to deliver a nationwide Hour of Code initiative using Minecraft Education. The program is part of the Kingdom's broader Vision 2030 strategy to foster innovation and build a future-ready generation.

The initiative featured a fully localized Arabic version of the Minecraft Hour of Code experience, complete with educator guides, classroom presentations, and student certificates.

Webinars and video tutorials were delivered by the Microsoft partner to support teachers, alongside two additional training sessions tailored for educators.

This is more than just a coding event—it's a movement to empower students with 21st-century skills in a culturally relevant and engaging way.

The Ministry played a central role in approving content, scheduling sessions, and mobilizing schools across the country. The program was amplified through a coordinated social media campaign and supported by incentives such as digital certificates and prizes for schools with the highest participation.

The Hour of Code content was also integrated into Madrasati, Saudi Arabia's official education platform, reaching over 6 million students. This initiative underscores the MOE's commitment to transforming education through technology and aligns with its goal of becoming a regional hub for AI and digital innovation.

With strong engagement from educators, students, and partners, the Hour of Code in Saudi Arabia stands as a model for how public-private partnerships can drive meaningful educational change.

Oman

Minecraft Education in Oman: Building Digital Skills and Cultural Pride

Oman is embracing Minecraft Education as a powerful tool to drive digital transformation and inspire the next generation of learners. Through a strategic partnership between Microsoft and the Ministry of Education, the country is rolling out a series of impactful initiatives that blend creativity, cybersecurity, and cultural heritage.

One of the standout programs is the National Minecraft AI and Cybersecurity Competition, which includes educator workshops, awareness campaigns, and a student challenge focused on building safer digital environments using Minecraft's immersive world. These efforts are part of a broader Middle East initiative and are supported by Creative Technology Solutions (CTS), a key partner in delivering training and resources.

Oman also participated in the CEMA Cyber Awareness Build Challenge, and educators have been engaged through Minecraft Ambassador-led training sessions and localized resources like the Minecraft Hour of Code 2024, Holiday Adventures, and the new AI-Powered Lesson Crafter.

A highlight of the year was the Minecraft Cup, hosted by Omantel during the Oman Science Festival. Students were invited to design houses using Omani architectural elements, showcasing both technical skills and cultural pride. The event included online training and hands-on workshops in programming and IT, offering a rich learning experience for all participants.

These initiatives are helping Oman diversify its economy and prepare students for future careers, while also celebrating local identity. With more training sessions and build challenges on the horizon, Oman's Minecraft journey is just getting started.

Bringing Minecraft Education to communities through local partnerships

Bahrain

Minecraft Education in Bahrain: Fostering Literacy, Cyber Awareness, and Creativity

Bahrain is advancing digital education through Minecraft Education, led by the Ministry of Education in partnership with CTS and Microsoft. Programs focus on literacy, cybersecurity, and creativity.

A standout initiative, Riyadat Al-Qira'a - "رايدة القراءة" engages over 3,000 students in Arabic literacy through Minecraft builds. Teachers receive training and custom resources to support learning.

Bahrain also leads in AI and cybersecurity education, with Arabic-language workshops and participation in the CEMA Cyber Awareness Campaign.

The country's innovation is globally recognized, ranking first regionally and third globally for Microsoft Showcase Schools. Bahrain's Minecraft journey is empowering students and educators while celebrating local culture.

UAE

Minecraft Education in the UAE: Empowering Classrooms and Competitions

The United Arab Emirates is rapidly becoming a regional leader in game-based learning, with Minecraft Education at the heart of its digital transformation in schools. Through strategic partnerships with the Ministry of Education (MOE) and GEMS Education, the UAE has launched a series of impactful initiatives that blend creativity, coding, AI, and cybersecurity into the classroom experience.

Beyond competitions, the UAE has embraced Minecraft as a tool for professional development. Educator training programs led by Minecraft Ambassadors focus on integrating AI and cybersecurity into the curriculum. These efforts are supported by localized resources like the Minecraft Hour of Code, Holiday Adventures, and the new AI-Powered Lesson Crafter, all designed to make learning more engaging and relevant.

From coding quests to creative builds, the UAE's Minecraft journey is transforming education.

Bringing Minecraft Education to communities through local partnerships

Qatar

Minecraft Education in Qatar: Empowering Students Through Cyber Literacy and Creativity

Qatar is making bold strides in digital education through a national Minecraft Education initiative led by the **Ministry of Education and Higher Education (MOEHE)** in collaboration with Microsoft and Creative Technology Solutions (CTS). This initiative is designed to enhance cyber literacy, digital citizenship, and 21st-century skills among students across the country.

At the heart of the program is a large-scale **Cyber Skilling Project**, which aims to reach over **3,000 students**. Through interactive **Minecraft lessons such as CyberSafe: Home Sweet Hmm, Privacy Prodigy, and Good Game**, students explore essential topics like online safety, data protection, and responsible digital behavior. These lessons are delivered in Arabic to ensure accessibility and cultural relevance.

Teachers are equipped with comprehensive training and localized resources, including translated Minecraft worlds, teacher guides, and an introductory video from the Minister of Education. Monthly build challenges and a final national competition provide students with opportunities to showcase their creativity and problem-solving skills in a safe, gamified environment.

The initiative also includes professional development for educators, webinars, and the integration of AI and cybersecurity themes into the curriculum. These efforts are part of Qatar's broader digital transformation strategy and reflect the country's commitment to preparing students for a secure and innovative digital future.

From coding to cyber safety, Qatar's Minecraft Education journey is a powerful example of how technology can inspire learning and build a digitally resilient generation.

Teacher Success Story

Kenya

Charlene Murugi, School of the Nations

Bringing Coding to Life Through Minecraft Education Edition

At School of the Nations in Nairobi, Kenya, I have had the incredible opportunity to spark curiosity and creativity in students aged 7 to 14 using Minecraft Education. As an educator deeply passionate about digital skills and STEAM education, I've seen firsthand how this platform transforms abstract concepts into engaging, hands-on learning experiences.

One of the most impactful ways we've used Minecraft Education is to introduce coding through MakeCode. Students start with block-based coding and gradually transition into JavaScript and Python, creating automated systems, interactive builds, and mini-games within the Minecraft world. From coding a teleportation system to designing logic-based traps, students aren't just learning syntax, they're thinking critically, solving problems, and collaborating as young developers.

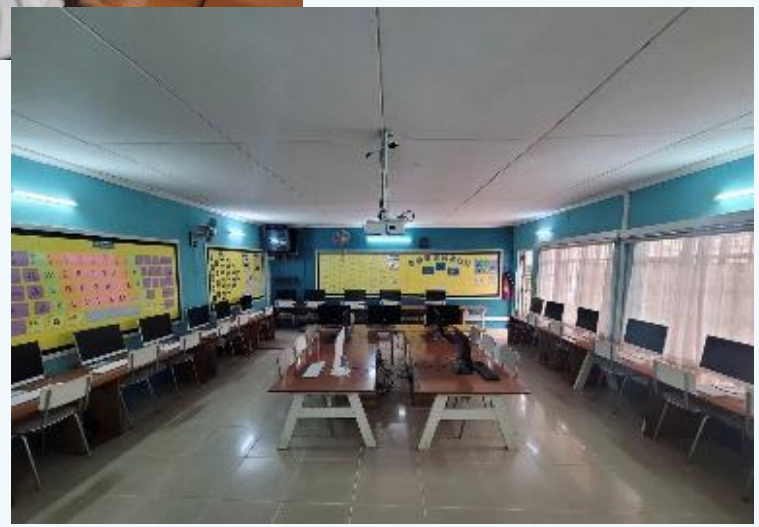
This year, I was excited to align our work with the Earthshot Prize, empowering students to explore environmental challenges through Minecraft's immersive worlds. We created virtual prototypes of solutions for real-world problems like climate change, clean energy, and waste reduction. Minecraft provided a safe space for students to innovate, test, and reimagine the future they want to live in.

Behind the scenes, my work is supported by STEAMLabs Africa, a regional organization that helps schools across the continent develop relevant, culturally-grounded STEAM curricula. With their guidance, we're integrating Minecraft Education Edition into broader interdisciplinary units that blend coding, sustainability, storytelling, and design thinking.

Minecraft has become more than a game in our school, it's a learning laboratory where students become architects of knowledge, not just consumers. Whether it's building smart cities, simulating food chains, or scripting in-game quests, my students are learning to code, create, and care.

Charlene Murugi

Computer Science Educator | School of the Nations



Teacher Success Story

Greece

Panagiota Fabrikanou, Language Educator & Instructional Designer

Building Knowledge Blocks: A CLIL Approach to Minecraft Education

Can a video game really help children learn about farms, animals, and English—all at once?

At the Third Experimental Primary School of Evosmos in Greece, the answer was a joyful and confident yes.

Why Minecraft and CLIL Work Together

This project followed the CLIL (Content and Language Integrated Learning) methodology, where students learn school subjects in a foreign language—here, English—while the content stays aligned with the national curriculum.

Implemented at the Third Experimental Primary School of Evosmos—the first in Greece to systematically adopt CLIL—this project found the perfect setting for an experiment in digital, immersive learning. Minecraft Education provided more than just a virtual world; it became an interactive space where language emerged naturally through content exploration. Instead of grammar drills or isolated vocabulary lists, students used English meaningfully while engaging with real-world concepts—fully embodying CLIL's core pillars: Content, Communication, Cognition, and Culture.

Inside the lessons

Exploring the concepts

The project unfolded across four 45-minute lessons: In the first three lessons, students learned about types of farms (free-range vs. intensive), working animals, and animal products.

With the help of worksheets, PowerPoint presentations (already used in regular CLIL lessons), and custom-built Minecraft environments, students explored farms visually and interactively. They roamed through digital barns and pens, met cows and chickens and saw the difference between animal welfare practices—all while engaging with new vocabulary in context.

Creating & Presenting

In the final lesson, students worked in teams to design their own farms inside Minecraft (as seen in the pictures). They selected animals, decided on farming types, and justified their choices (e.g., "We chose sheep because we want wool"). Each group presented their farm to the class using simple English structures such as "Cows give us milk," building both their speaking confidence and collaboration skills. These tasks brought in higher-order thinking skills like evaluation and creation, inspired by Bloom's Taxonomy and transformed Minecraft into a tool for formative assessment.

Results & Reflections

Pre-, post-, and delayed post-tests showed a statistically significant improvement in the Minecraft group compared to the control group. They remembered more, spoke more, and couldn't wait for the next lesson.

In the hands of young learners, Minecraft became more than a game — it became a living, growing field of language and creativity.

This project was part of my MA thesis on Foreign Language Learning and Teaching at the School of English, Aristotle University of Thessaloniki, titled "Minecraft for Gamified CLIL in Teaching Environmental Studies."[Full thesis available here:GRI-2024-44722.pdf].

Teacher Success Story

Czechia

Vjačeslav Petraševskij Kids Coach & Mentor, evolveclub.org

From the Trainer's Desk: Building Futures with Minecraft Education

At Evolve Club Z.S., nestled in the Science and Technology Park of Palacký University in Olomouc, I have the joy of guiding young learners through a world where creativity, coding, and collaboration come to life—inside Minecraft Education.

Over the past few months, we've teamed up with schools like the Secondary Technical School and Language School in Kutná Hora and the Secondary School of Electrical Engineering in Olomouc to run "Minecraft Days" and after-school programming clubs.

These sessions are designed for 5th to 8th graders and offer a hands-on introduction to programming, logical thinking, and teamwork—all within the familiar and fun environment of Minecraft.

Each two-hour session is packed with challenges that spark imagination and problem-solving. Whether students are building virtual cities or scripting their first lines of code, they're gaining real-world skills in a playful, inclusive setting. And thanks to our partners and supporters, these sessions are completely free.

One of our proudest moments this year? Advancing to the finals of the Minecraft Cup 2025 in Prague. Watching our students beam with pride and excitement reminded me why this work matters. They're not just playing—they're preparing for a digital future.

As a trainer, the most rewarding part is seeing students grow in confidence, support one another, and discover their potential. Minecraft Education is more than a tool—it's a bridge to learning that's joyful, relevant, and empowering.

If you're curious about what we do or want to get involved, we'd love to hear from you. Because here at Evolve Club Z.S., we're not just building in Minecraft—we're building futures.

Teacher Success Story

Qatar/Bahrain

Garen Rees, Qatar International School

Bringing Learning to Life Through Minecraft Education!

One of the most exciting parts of being an educator is introducing students to Minecraft Education. Watching their faces light up as they dive into a world where creativity meets learning is incredibly rewarding. It's not just about building, it's about thinking critically, solving problems, and working as a team. And yes, this kind of deep learning can begin as early as Key Stage 1!

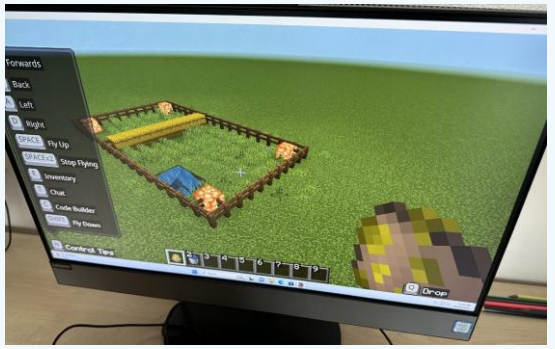
One of my favourite introductory topics is habitats. As an animal lover, I find this unit especially rewarding and so do the students! We begin outside of Minecraft, in our science lessons, where students explore different habitats, research animals, and create fact files about how their chosen animals live, survive, and adapt in the wild.

From there, we collaborate to design the ideal habitat on paper, using our research and classroom knowledge. Then the magic begins: students bring their ideas to life in Minecraft. They build, test, and refine and take pride in watching their animals flourish in the environments they've created.

To deepen the challenge, we also explore what happens when two different animals must share a habitat. Can they coexist? What conflicts might arise, and how can they be solved?

Through Minecraft, students don't just play, they learn, create, collaborate, and grow. It's a joy to witness, and a strong reminder that when digital tools are used meaningfully, they can unlock incredible opportunities for young learners.

Garin Rees



Cross-regional digital activities

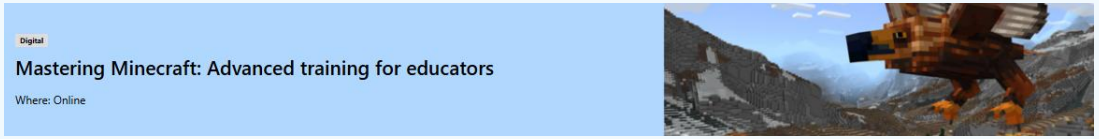
During June, a series of impactful Minecraft Education webinars were hosted. These sessions aimed to empower educators with tools, strategies, and inspiration to integrate Minecraft into their teaching practices.
The webinars were well-received and recorded for broader community access.

1. Building a Sustainable Future with Minecraft Education

This session focused on using Minecraft Education to teach sustainability and environmental stewardship, aligning with global education goals. Watch it here!

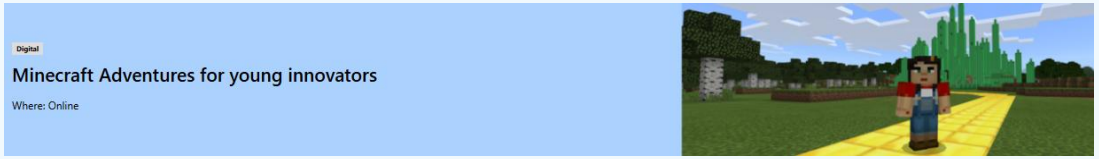
2. Mastering Minecraft: Advanced Training for Educators

This advanced training covered building techniques, STEM integration, and collaborative learning strategies. Watch it here!



3. Minecraft Adventures for Young Innovators

This session was designed to help educators introduce Minecraft to younger learners, fostering creativity and innovation. Watch it here!



4. Elevating Teaching through Minecraft Esport

This session provides valuable insights and practical tips to enhance student engagement and learning through Minecraft esports. Watch it here!

These webinars were part of a broader initiative to support digital literacy, AI education, and cyber awareness across the region, in collaboration with ministries of education and local partners.

University of the Witwatersrand's success story

South Africa

Building Futures with Blocks: How eFundanathi is integrating Minecraft into Health Science Education at the University of the Witwatersrand

In today's evolving educational landscape, digital tools are opening new doors—and at the University of the Witwatersrand (Wits) in South Africa, Team eFundanathi is leading the way. By integrating Minecraft: Education Edition into health science programs, they're not just teaching theory they're immersing students in real-world challenges, especially those faced in rural and underserved communities.

This innovative approach is especially meaningful for educators across Africa and the Middle East, where access to clinical training environments can be limited. Through game-based learning, eFundanathi is showing how virtual worlds can bridge gaps in infrastructure, engagement, and contextual understanding.

A Virtual Village with Real Impact

The journey began in 2019 with "Minecraft May," a celebration of creativity and collaboration. Students built hospitals, modelled internal organs, and even simulated cancer metastasis all within Minecraft. These early projects laid the foundation for a more ambitious goal: creating a virtual rural village centred around a character named Arabang.

Arabang's world replicates the lived experiences of rural South Africans, allowing students to explore social determinants of health, assess Activities of Daily Living (ADLs), and recommend interventions. In 2025, the village expanded to include the Ntuli family into the unique rural Minecraft world, adding new layers of complexity and realism.

Occupational Therapy: Learning Through Simulation

Occupational therapy students use Arabang's world to assess ADLs such as bathing, shopping, functional and community mobility. The virtual environment helps them identify barriers to accessibility and independence and apply clinical reasoning in context.

This approach is especially valuable in regions where students may not have direct access to rural placements. The design team had to create new blocks to adapt the game to the South African environment. An example of this is blocks that represent corrugated iron as this was not available in the Minecraft resource packs.

University of the Witwatersrand's success story

Physiotherapy: Relearning Movement with Minecraft

A new Physiotherapy game challenges students to guide characters through obstacle courses. This interactive experience teaches motor learning and control, helping students apply theory to rehabilitation scenarios.

Pharmacy: Simulating Healthcare Systems

In the Minecraft Pharmacy, students manage stock, dispense medication, and respond to emergencies. This simulation mirrors real-world pharmacy operations, offering a safe space to practice decision-making and logistics. For regions with limited access to clinical training sites, this virtual pharmacy provides a scalable alternative.

Nursing: Orientation and Clinical Reasoning

Nursing students engage in scenario-based learning within a Minecraft hospital. This allows students to practice patient care protocols in a safe low-stakes virtual learning environment, reflect on ethics, and develop clinical reasoning skills. This model supports professional development while reinforcing institutional standards.

Medicine and Surgery: Critical Care in a Virtual ICU

For students in Medicine and Surgery, Team eFundanathi created a virtual Intensive Care Unit (ICU) using Minecraft and Articulate. Students interpret vitals, prioritize care, and collaborate under pressure these are skills essential in high-stakes environments. This simulation prepares students for critical care without needing physical access to ICU facilities.

Why Minecraft?

Minecraft: Education Edition was chosen for its flexibility and accessibility. Its block-based design allows educators to build detailed, interactive worlds that reflect real-life settings. For Team eFundanathi, this meant replicating rural South African villages and hospital scenarios using photographs and field data.

University of the Witwatersrand's success story

The initiative aligns with the 21st-Century Learning Design framework, which emphasizes critical thinking, collaboration, creativity and real-world problem-solving. Game-based learning fosters deep engagement, making it an ideal tool for health science education in resource-constrained environments.

Lessons learnt from these projects that can be relevant to educators:

This project offers valuable insights for institutions seeking to innovate:

- Contextual Relevance: Ground virtual environments in local data and community input.
- Iterative Design: Use feedback to refine learning experiences.
- Student Support: Provide onboarding and navigation guidance.
- Interdisciplinary Collaboration: Involve educators, learning experience designers, and community stakeholders.

Conclusion

By integrating Minecraft into health science education, team eFundanathi at the University of the Witwatersrand is proving that digital innovation can overcome barriers to learning. Whether it's a virtual pharmacy or a rural village, the message is clear: Education can be immersive, inclusive, and impactful: one block at a time.

Fundanathi
Learn with us

Find us on LinkedIn and Instagram @eFundanathi

MINECRAFT EDUCATION COMMUNITY

MINECRAFT TEACHER'S LOUNGE

Begin your journey by joining our official Facebook group where you can chat with Minecraft educators and experts around the world.

Join the community!

MINECRAFT TEACHER ACADEMY

Learn the basics of teaching with Minecraft by completing Minecraft 101, 201, and 301 on Microsoft Learn.

Take a training

MINECRAFT EDUCATION AMBASSADOR

Become an Ambassador to share your passion for game-based learning, support other educators, and for special recognition in our global community.

Apply to be an ambassador!

Join us!