MINECRAFT
EDUCATION EDITION

About Minecraft:EE

- **Minecraft is an open world game** about **placing and breaking blocks**, where **players work together** to create **imaginative things**

- **One of the most popular games in history**, with no limitations to age, demographics, or geography

- **Minecraft: Education Edition** is built specifically for the **classroom** and offers features such as Classroom Mode and extensions including Code Builder

- There are hundreds of **online lessons**, **pre-built Worlds** and a variety of **Professional Development** options

- Minecraft is perfect for **engaging all students in all subjects**, for **teaching and assessing 21st Century Skills** and for enabling students to **design, code and build!**

Introducing New Ofqual Regulated Credential

Coding in Minecraft Using MakeCode and Javascript

Entry 2

Entry 3

Level 1
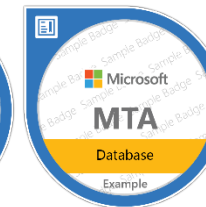
Microsoft in Education Global Training Partner

Entry 2

Entry 3

Level 1

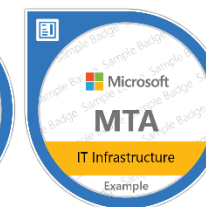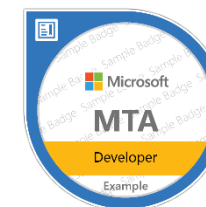MTA Developer — Example
MTA IT Infrastructure — Example
MTA Database — Example

Office of Qualifications and Examinations Regulation

Completes the Microsoft STEAM Credential Pathway

prodigy LEARNING

AGE 6-12	AGE 11-15	AGE 14-16		AGE 16-18+	
				DEVELOPER	INFRASTRUCTURE
QAN F/617/0548, Introduction to Coding in Minecraft Using MakeCode	*MTA 98-380* Introduction to Programming Using Block-Based	*MTA 98-381* Introduction to Programming Using Python	*MTA 98-383* Introduction to Programming Using HTML and CSS	*MTA 98-361* Software Development Fundamentals	*MTA 98-349* Windows Operating System Fundamentals
QAN A/617/0550 **Intermediate Coding in Minecraft Using MakeCode**			*MTA 98-382* Introduction to Programming Using JavaScript	*MTA 98-375* HTML5 Application Development Fundamentals	*MTA 98-365* Windows Server Administration Fundamentals
QAN J/617/0552 **Advanced Coding in Minecraft Using MakeCode & JavaScript**				*MTA 98-364* Database Fundamentals	*MTA 98-366* Networking Fundamentals
					Exam 98-367 Security Fundamentals

MINECRAFT EDUCATION EDITION

Progression →

Microsoft Technology Associate

Entry 2 - Introduction to Coding in Minecraft

Learning Objectives (Minecraft)	Learning Outcome	Evidence
P1.1) Develop a set of rules for using an online collaborative platform	Learners will understand the importance of being a responsible digital citizen, through using a shared online platform	Define a set of guidelines/rules for collaborative working in Minecraft (e.g. appropriate language, consideration of being in a digital environment)
P1.2) Develop an understanding of coding language.	Learners will have an understanding of how they can use code to build in Minecraft and develop a relationship with 'Agent.'	Lay a number of different blocks in a specified order
P1.3) Create a program for a given task using sequential steps	Learners will be able to solve problems within the Minecraft map through creating algorithms; and to use loops to refine/shorten their algorithms.	Write out a series of steps to create an object in Minecraft then code Demonstrate the knowledge of keywords/blocks and other programming syntax
P1.4) Modify an existing program to solve errors and predict if a program will fail	Learners will be able to debug code and understand how changing a part of the code will affect the overall process.	Demonstrate the understanding that changing a variable will result in a different outcome Demonstrate different methods to build the same using different code
P1.5) Reflect on the debugging process in an age-appropriate way	Learners will collaborate within a shared platform to solve problems and share information.	Create a shared world, specify users with worldbuilder ability

Entry 3 - Intermediate Coding in Minecraft

Learning Objectives (Minecraft)	Learning Outcome	Evidence
P2.1) Develop a file storage strategy for a world being exported at various stages of completion	Learners will understand the importance of file versioning and backing up	Save multiple versions of the same world (using appropriate naming convention) after changes made to the world
P2.2) Identify the difference between various standard programming blocks in MakeCode (e.g. Loops, Variables, Logic)	Learners will be able to identify standard programming blocks in MakeCode such as loops, variables and logic	Evaluate a code sequence that includes loops, variables and logic and determine why these coding concepts are more efficient methods of coding
P2.3) Predict, without running, the outcome of a series of MakeCode blocks	Learners will be able to understand the outcome of a program without running the code	Demonstrate what the resultant structure will be without running the code
P2.4) Predict, without running, the outcome of a making series of changes to MakeCode blocks such as charging the order of blocks or variables	Learners will be able to demonstrate the ability to determine the differences in the output of a program, after making changes to the program, given only the program and its input without running the program	Demonstrate what the resultant structure will be without running the code
P2.5) Identify an error in an existing MakeCode program (e.g. looping one too many/little times, incorrect conditions in conditional statements)	Learners will be able to identify errors in code	Evaluate a code sequence and determine why the outcome is not as expected
P2.6) Demonstrate the use of loops, variables and logic	Learners will be able to effectively use standard programming blocks in MakeCode such as loops, variables and logic	Use loops and variables to be able to build structures of different sizes (e.g. walls of specified height via variable)
P2.7) Given a problem develop and explain a MakeCode program to formulate a solution	Learners will be able to design and develop a programmatic solution for a given problem	Demonstrate the ability to design a solution to a given problem and explain steps taken

Level 1 - Advanced Coding in Minecraft

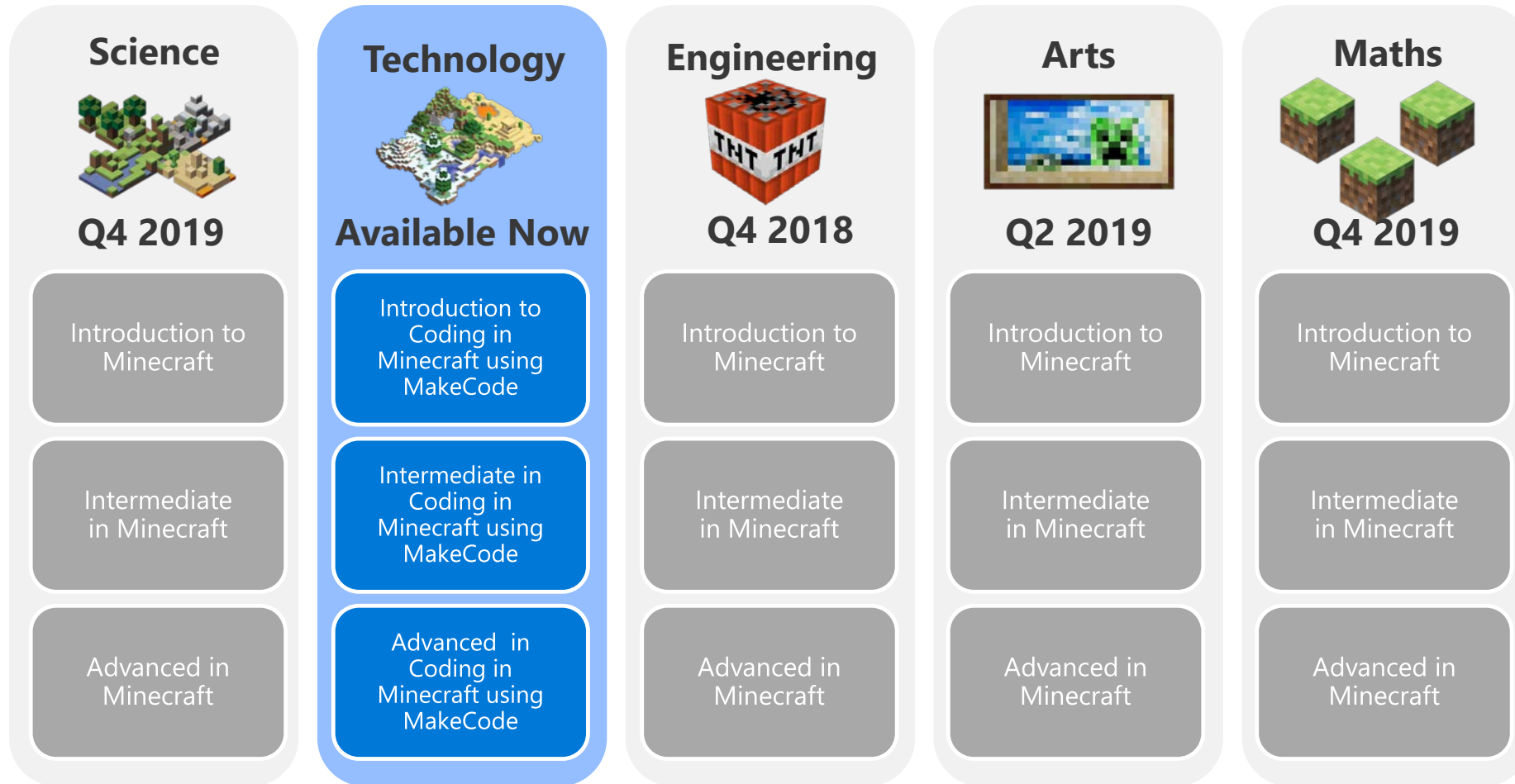| Learning Objectives (Minecraft)	Learning Outcome	Evidence
P3.1) Identify a scenario where you could reuse existing blocks or code to accomplish a task	Learners will understand that code is reusable	Demonstrate the ability to recuse code to create a similar structure
P3.2) Given some code identify iteration and section blocks in MakeCode and JavaScript code and explain the use and results of each block	Learners will be able to identify iteration and selection in both MakeCode blocks and JavaScript	Demonstrate ability to use iteration and selection blocks to perform output
P3.3) Following a set of written instructions determine the outcome	Learners will be able to demonstrate the ability to determine the output of a program given only the program and its input without running the program	Determine what a structure will be from an algorithm
P3.4) Identify the blocks of JavaScript which relate to the equivalent MakeCode blocks	Learners will be able to identify the equivalent JavaScript code of MakeCode blocks	Compare the same code in block based format and JavaScript format and identify key functionality
P3.5) Given a problem, design and develop a solution using MakeCode	Learners will be able to design and develop a programmatic solution for a given problem	Create a snippet of code to solve a problem
P3.6) Given a series of instructions with syntax errors identify the syntax errors and provide solutions	Learners will be able to identify syntax errors in existing code and provide explanations of the syntax error and suitable resolution(s)	Demonstrate what happens when loops are enumerated one to many or not enough times

London Grid for Learning and Minecraft

- On 30 April Microsoft and London Grid for Learning (LGfL) announced **Minecraft Education London**, which will see students learn coding and gain an industry-recognised credentials in the block-building game

- The programme provided by **Microsoft partner Prodigy Learning**, will be rolled out to thousands of pupils in 100 primary, secondary and special schools across the capital

- Under the partnership, **teachers will receive training** on **how to use Minecraft in the classroom**, receiving support from the **Global Minecraft Mentors programme**

- **LGfL represents more than 3,000 schools and local authorities in London**, providing broadband, cloud and network services and resources to support thousands of young people in the capital's schools each year

Minecraft & STEAM – the Next Evolution of Digital Learning

Science	Technology	Engineering	Arts	Maths
Q4 2019	Available Now	Q4 2018	Q2 2019	Q4 2019
Introduction to Minecraft	Introduction to Coding in Minecraft using MakeCode	Introduction to Minecraft	Introduction to Minecraft	Introduction to Minecraft
Intermediate in Minecraft	Intermediate in Coding in Minecraft using MakeCode	Intermediate in Minecraft	Intermediate in Minecraft	Intermediate in Minecraft
Advanced in Minecraft	Advanced in Coding in Minecraft using MakeCode	Advanced in Minecraft	Advanced in Minecraft	Advanced in Minecraft

Leading to the next generation of Microsoft education pathways and student credentials

"Prodigy puts the STEAM in ME:EE"