



Building for the Future

The EdIS Programme & Coding in Minecraft

Damian Harvey (Head of EA C2k)

Digital Journey of C2k



1,100 SCHOOLS



350,000 USERS



ALL SCHOOLS IN NORTHERN IRELAND GIVEN PARITY OF SERVICE.



PART OF THE EA ON BEHALF OF DE



WORKING WITH STRATEGIC PARTNER



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Delivering Solutions
for Education





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£740m

Coding in Minecraft and C2k



Initial contact was during BETT 2022



Cross platform appeal



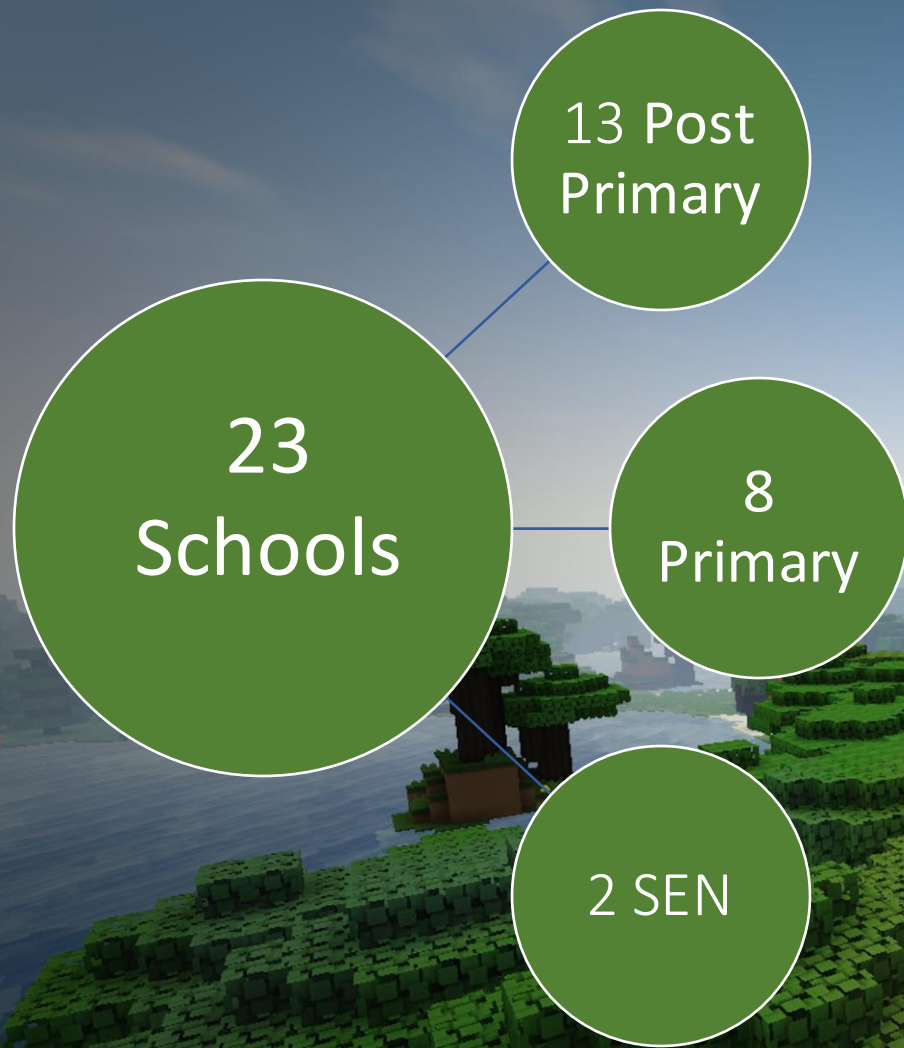
Period of testing was agreed and Phase One pilot began in January 2023



C2k Elearning Team worked Closely with Billy Breen



MS Teams the main Conduit for Communication.



- Webinars
- Online training
- 24/7 support

Phase One

A Minecraft landscape with green hills, a blue river, and a clear sky. The terrain is composed of various blocks, including grass, dirt, and water. There are some trees and small structures scattered across the landscape.

Impact on
learning

100% age and
phase appropriate

82% Pupils
Engagement

91% lessons during
school

Phase One Feedback

A Minecraft landscape with green hills, a blue river, and a clear sky. The terrain is composed of various blocks, including grass, dirt, and water. There are some trees and small structures scattered across the landscape.

Impact on teaching

91% agree that Coding in Minecraft helped in the delivery of teaching Coding

72% Overall increase in confidence

81% teacher confidence to teach Coding using CiM

Phase One Feedback

A Minecraft landscape with a river, trees, and a body of water under a blue sky with clouds. The terrain is made of green grass blocks and brown dirt blocks.

"The students
loved it"

"Issues resolved
quickly"

"The system is
well developed"

"training was extremely helpful
and set it out very clearly, help
and guide sheets were very
valuable too "

Phase One Feedback

Phase 2

Timeline

- Began October 2023- Running to June 2024
- 75 associated schools- 8293 pupils

Diversity

- Inclusion of EOTAS centres
- Extra representation from SEN schools

Outcomes

- Greater use of Coding in Minecraft with Years 8-10 children
- More children completing accreditation

Long-Term Vision



Increase the number of schools that will have access to Coding in Minecraft



Post Primary Schools to use Coding in Minecraft as the conduit between Primary ICT and Vocational ICT subjects



Post Primary Schools to act as Hubs, using Coding in Minecraft to engage pupils of all abilities.





Thank You!

Damian Harvey (Head of EA C2k)

damian.harvey@eani.org.uk