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

EdIS

Delivering Solutions for Education

ea Education Authority

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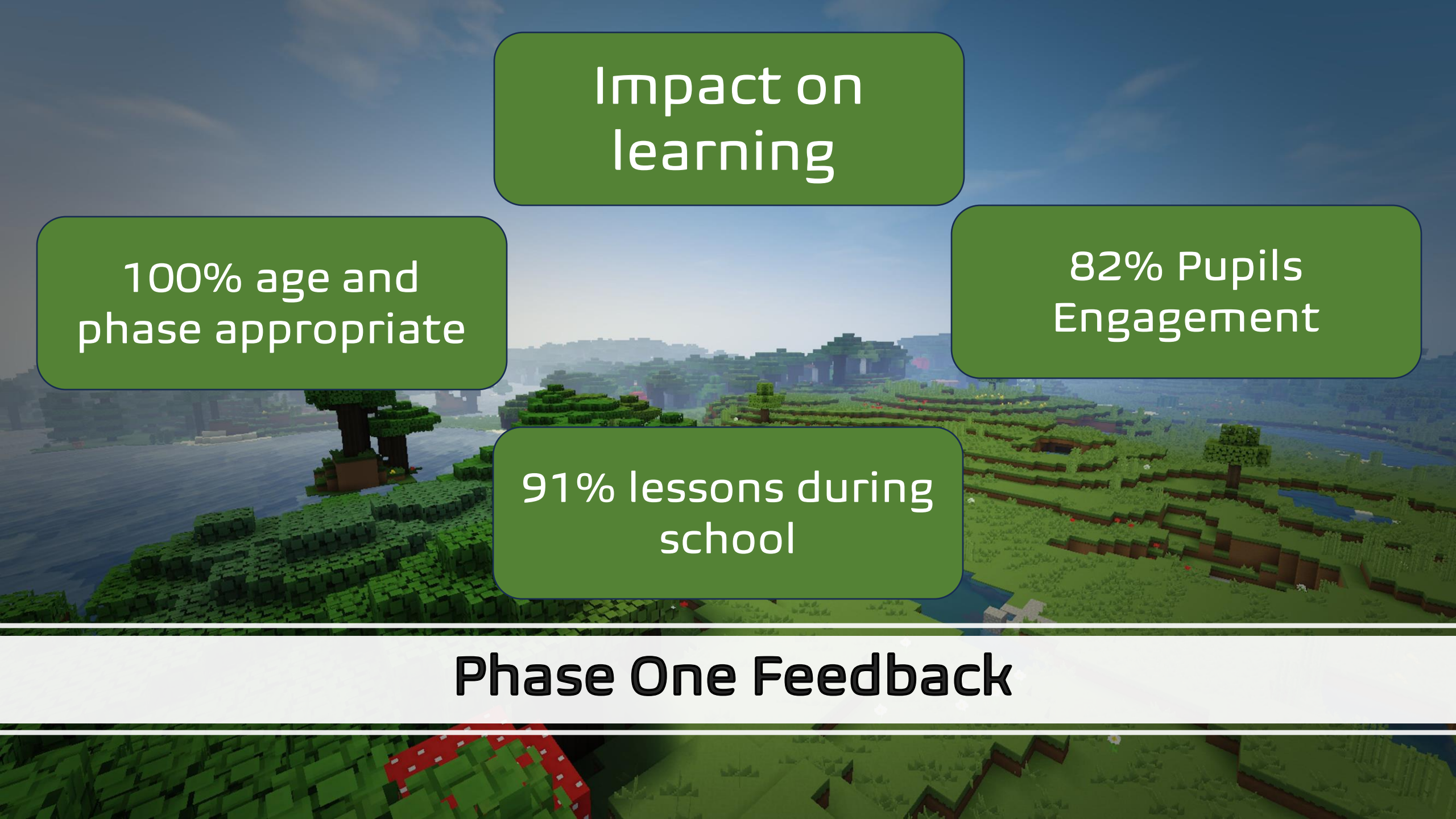
£740m

Coding in Minecraft and C2k

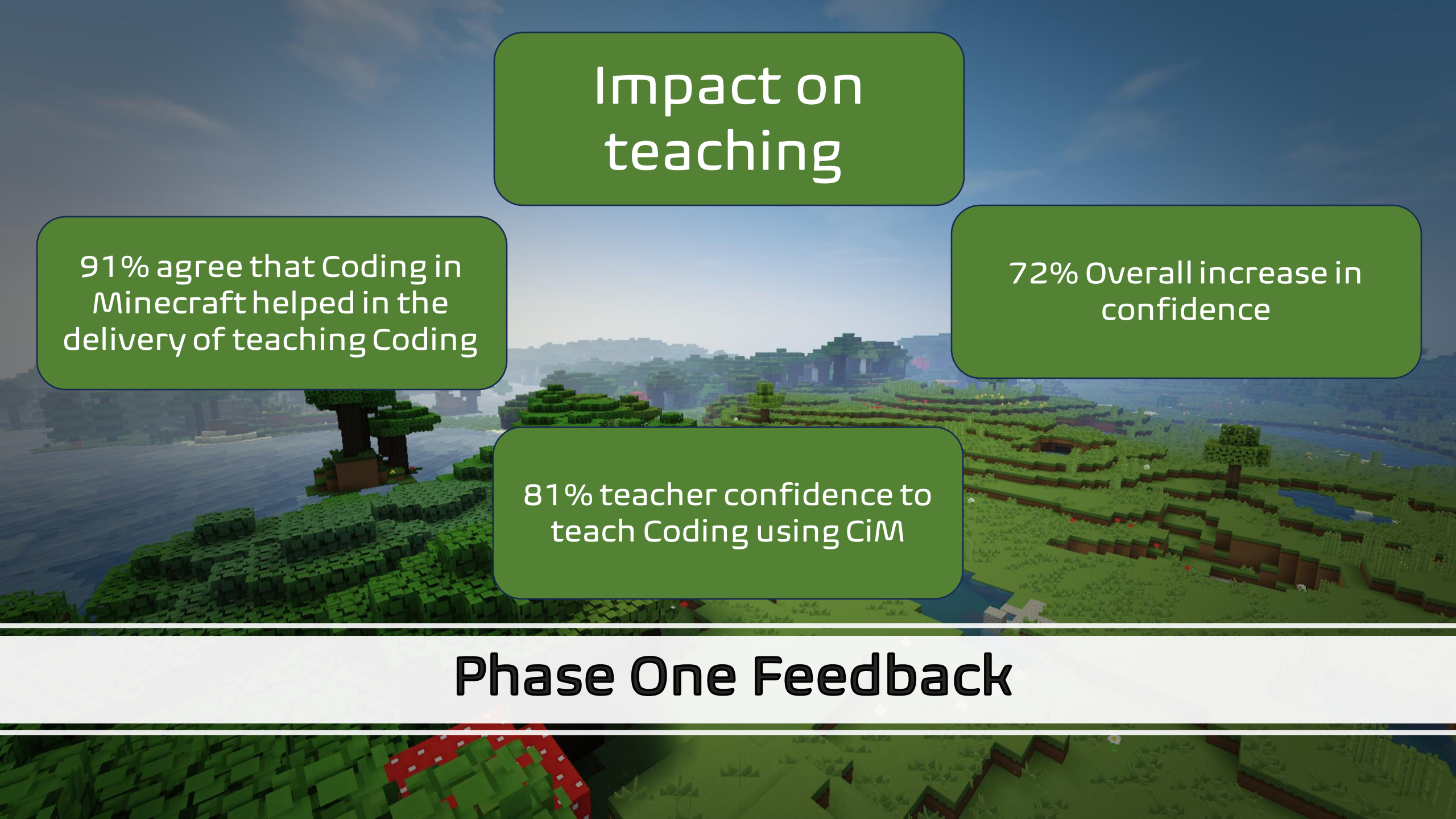
- Initial contact was during BETT 2022
- Cross platform appeal
- Period of testing was agreed and Phase One pilot began in January 2023
- C2k Elearning Team worked Closely with Billy Breen
- MS Teams the main Conduit for Communication.

13 Post Primary
23 Schools
8 Primary
2 SEN
-Webinars
-Online training
-24/7 support

Phase One



Phase One Feedback



Phase One Feedback

"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 completeing 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 abilites.

Thank You!

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