

Part 1: Minecraft Education Learn AI Coding & Storytelling with Stem



Course Introduction

Explore science, math, and digital creativity through immersive world-building challenges and collaborative projects. This program blends STEM learning with storytelling to help students master coding and computational thinking.

Learning pathway

- ✓ 8–12 Age Range
- ✓ 24 Sessions
- ✓ 3 Months Duration
- ✓ 60 Mins per session

Month 1 - Exploring & Building the Minecraft World

Students begin by learning the basics of Minecraft Education. They explore environments, build structures, and collaborate with classmates. Students complete a mini-project such as designing a castle, zoo, or themed world.

Month 2 - STEAM Challenges, Game Design & Coding

Students apply STEM concepts to design interactive worlds and solve challenges. Students begin coding automated systems and game mechanics.

Month 3 - Storytelling, Creativity & Innovation

Students combine coding, storytelling, and design to create meaningful worlds. Students complete a final creative project called "My World, My Story."

Requirements

PC / Laptop / iPad / Android Tablet.
We provide Minecraft Education license.

Learning Outcomes

By the end of the program students will be able to:

- Build detailed Minecraft worlds
- Apply teamwork and planning skills
- Use Redstone logic and coding
- Apply STEM concepts through gameplay
- Present and explain creative ideas confidently

These outcomes are highlighted in the Learning Outcomes section of the curriculum

- ✓ Digital Creativity
- ✓ Computational Thinking
- ✓ Game Design
- ✓ Problem Solving
- ✓ Collaboration
- ✓ Coding Fundamentals

- ✓ Assessment Modules
- ✓ Capstone Project

Why Parents Choose Ascend



- Project-based learning
- Creative technology education
- Future skills development
- Hybrid learning options
- Access to Ascend LMS platform

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Part 2: Minecraft Education Learn Advanced Storytelling



Course Introduction

Explore science, math, and digital creativity through immersive world-building challenges and collaborative projects. This program blends STEM learning with storytelling to help students master coding and computational thinking.

Learning pathway

- ✓ 8-12, 13-16 Ages
- ✓ 24 Sessions
- ✓ 3 Months Duration
- ✓ 60 Mins per session

Month 4 - Exploring & Building the Minecraft World

Students begin by learning the basics of Minecraft Education. They explore environments, build structures, and collaborate with classmates. Students complete a mini-project such as designing a castle, zoo, or themed world.

Month 5 - STEAM Challenges, Game Design & Coding

Students apply STEM concepts to design interactive worlds and solve challenges. Students begin coding automated systems and game mechanics.

Month 6 - Storytelling, Creativity & Innovation

Students combine coding, storytelling, and design to create meaningful worlds. Students complete a final creative project called "My World, My Story."

Requirements

PC / Laptop / iPad / Android Tablet.
We provide Minecraft Education license.

Learning Outcomes

By the end of the program students will be able to:

- Build detailed Minecraft worlds
- Apply teamwork and planning skills
- Use Redstone logic and coding
- Apply STEM concepts through gameplay
- Present and explain creative ideas confidently

These outcomes are highlighted in the Learning Outcomes section of the curriculum

- ✓ Digital Creativity
- ✓ Computational Thinking
- ✓ Game Design
- ✓ Problem Solving
- ✓ Collaboration
- ✓ Coding Fundamentals

- ✓ Assessment Modules
- ✓ Capstone Project

Why Parents Choose Ascend



- Project-based learning
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