

Storytelling with STEM using Minecraft Education

Beginner - Intermediate Level



AGES: 8 – 12

Minecraft Education

DESIGN.
BUILD.
CODE.
PUBLISH.

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.

8 – 12

AGE GROUP

24

SESSIONS

60

MINS / SESSION

3

MONTHS
DURATION

3

LEARNING
PATHWAYS

APP

Minecraft
Education

✓

CAPSTONE
PROJECT

PROGRAM OVERVIEW

Through 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

SKILLS STUDENTS GAIN

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

3 MONTHS LEARNING PATHWAYS

- 1 Exploring & Building the Minecraft World**
Students begin by learning the basics of Minecraft Education. They explore environments, build structures, and collaborate with classmates.
- 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.
- 3 Storytelling, Creativity & Innovation**
Improve visual quality using advanced materials, lighting techniques, and Students combine coding, storytelling, and design to create meaningful worlds..

PROGRAMME DETAILS

Level: **Beginner - Intermediate**

Duration: **3 Months**

Schedule: **24 Sessions · 60 min each**

Location: **Sport Society, Mirdiff**

Software: **Minecraft Education**

Includes: **Capstone Project + Parent Showcase**

START NOW

ENROLL NOW

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BUILD GAMES

DESIGN WORLDS

CREATE EXPERIENCES

BUILD TODAY.
INNOVATE TOMORROW.