

MINECRAFT EDUCATION

Minecraft Coding Challenges Club

Block coding for beginner and intermediate learners

Instructor: Dipl. Ing. Sara Hoxha



What students will learn

Core skills come first, followed by guided challenges that combine several concepts.

Block coding and algorithms

Create clear instructions in the correct order.

Events, coordinates and variables

Start code, choose locations and store values.

Loops and conditions

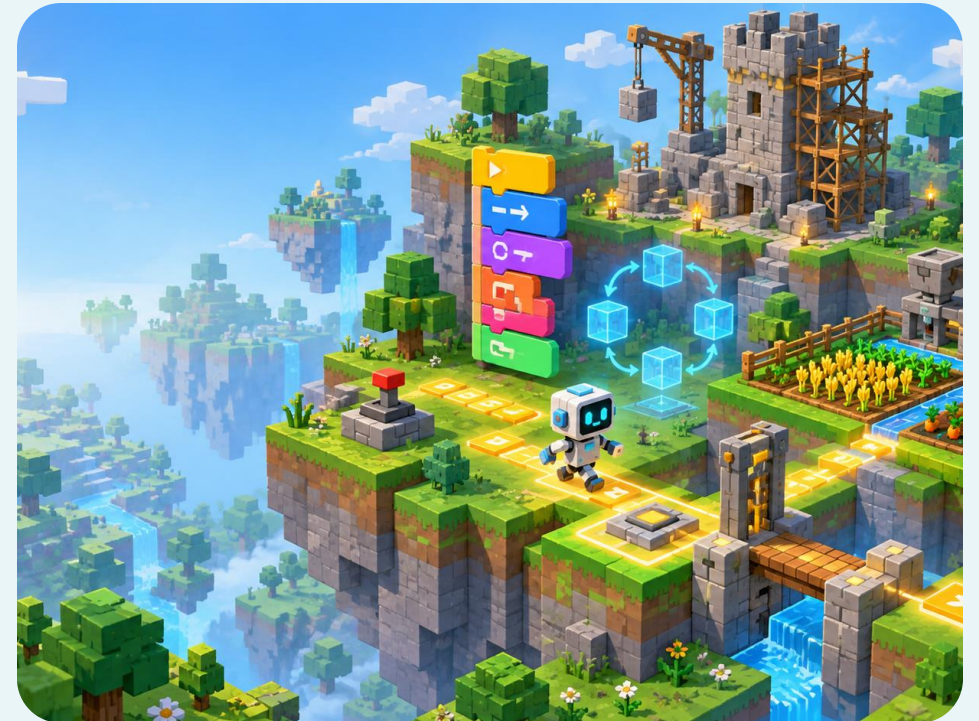
Repeat actions and make decisions in code.

Minecraft Agent

Program the Agent to move and complete tasks.

Introduction to AI

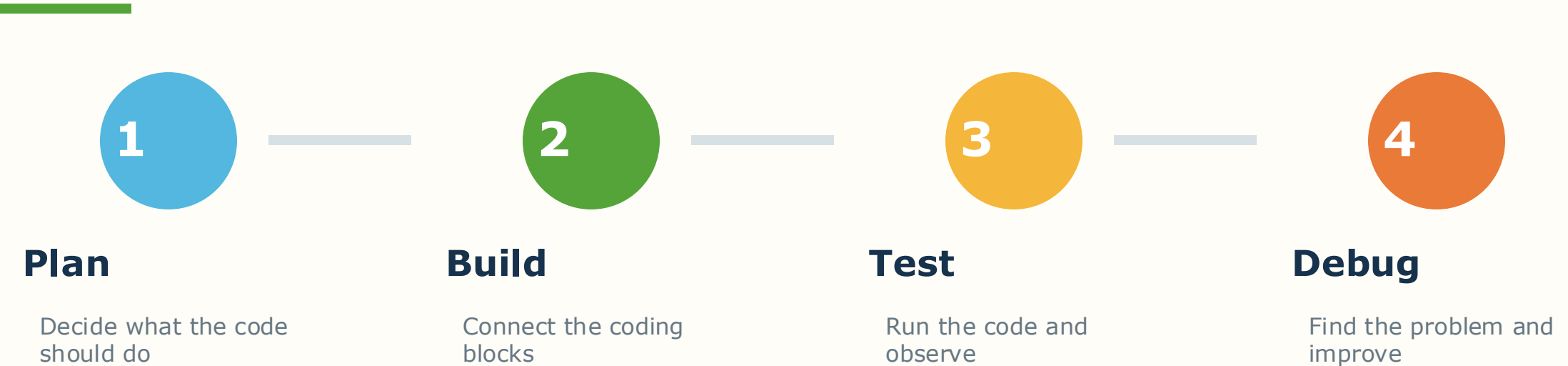
Explore how digital systems follow rules and make decisions.



Programme content draws on computing standards including CSTA and ISTE.

A practical coding cycle

Students see the result of their code immediately inside their own Minecraft world.



Designed for beginner and intermediate coders

Advanced Minecraft programmers are welcome, but the course focuses on strengthening core coding skills.

Examples of possible coding challenges

The final activities will depend on the students' experience, interests and progress.



Player abilities

Code jumps, speed or other effects.



Agent missions

Guide the Agent through a task.



Automatic building

Use loops and coordinates to build.



Creature challenges

Use code with animals or mobs.



Simple mini-games

Add rules, timers or scores.

CLUB DETAILS

Minecraft Coding Challenges Club

A small group with challenges adapted to each learner's coding level.

STUDENT LEVEL

PYP 3 - MYP 1

DAY AND TIME

Wednesday 14:00-15:00

GROUP SIZE

8-12 students

PRICE

€285

