HOW MINECRAFT IMPACTS CLASSROOMS

Learn how educators around the world are using Minecraft: Education Edition to drive learning in their classrooms and schools.

Minecraft: Education Edition

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WHY MINECRAFT

Build real-world skills in an immersive digital game

"Minecraft: Education Edition is an excellent tool to engage students in learning, collaboration, and critical thinking."

- Common Sense Media

REAL LEARNING OUTCOMES IN THE CLASSROOM

Most of today's students will have to succeed in future jobs that don't yet exist. Educators around the world are working hard to equip their students with skills to meet this challenge. Minecraft: Education Edition is a powerful tool they are using to achieve significant student outcomes.

98% of teachers surveyed cited problem solving as the top skill their students learn from Minecraft.

21ST CENTURY SKILLS

A study of elementary students tracked students from 3rd to 6th grade using Minecraft in school. 98% of teachers surveyed cited problem solving as the top skill their students learn from Minecraft. Researchers also noted significant improvements in creativity, self-efficacy, reading and writing skills, collaboration, problem solving and computational thinking, concluding overall that the "supported, scholastic, and purposeful use" of Minecraft truly leads to substantial learning outcomes.
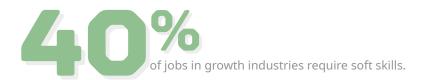
DOWNLOAD
Transforming Education with Minecraft

EMAIL THIS PAGE TO MY ADMINISTRATOR

71% of teachers using digital games reported improvement in student numeracy and computational thinking.

JOB PREPAREDNESS & STEM

In a study by the Joan Ganz Cooney Center at Sesame Workshop, 71% of teachers using digital games like Minecraft reported subsequent improvement in students' numeracy and computational thinking. These are vital skills for future jobs in Computer Science. Currently 58% of all new jobs in STEM are in computing. Only 8% of STEM graduates are in Computer Science. This technical skills gap in today's job market is substantial and only growing.

DOWNLOAD
Level Up Learning: A National Survey on Teaching with Digital Games

40%
of jobs in growth industries require soft skills.

SOCIAL-EMOTIONAL DEVELOPMENT

As recently revealed by the Microsoft Class of 2030 research, future-ready students will need more than just technology skills to succeed. In fact, 40% of jobs in growth industries require soft skills, those fostered by social and emotional learning (SEL). According to teachers in 11 countries surveyed by Getting Smart, teachers cited problem solving, creativity, critical thinking, and collaboration in addition to decision-making and communication as top skills cultivated by Minecraft.

⬇ **DOWNLOAD**
Class of 2030 Report

Engaging! I see my students get better and better with writing and communication,

CASE STUDIES

Educators around the world use Minecraft in their classrooms and libraries to engage students across subjects. In these case studies, read about the different ways Minecraft ignites learning in K-12 and higher education settings.

GRADE LEVEL: PRIMARY AND SECONDARY EDUCATION
COUNTRY: USA
KEY TOPIC: STUDENT-CENTERED LEARNING

GRADE LEVEL: PRIMARY AND SECONDARY EDUCATION
COUNTRY: PORTUGAL
KEY TOPIC: HISTORY, GEOGRAPHY

CHARLOTTE-MECKLENBURG SCHOOL DISTRICT INNOVATES ACROSS CURRICULUM WITH MINECRAFT: EDUCATION EDITION

To get students more engaged in lessons and excited about learning, Charlotte-Mecklenburg Schools in North Carolina deployed Minecraft: Education Edition. Students in second through fifth grade use it to complete fun, immersive lessons in subjects as varied as history, math, and economics. Teachers are achieving better learning outcomes and are inspired to use classroom technology in new ways.

SEE THE CASE STUDY

GRADE LEVEL: SECONDARY EDUCATION
COUNTRY: AUSTRALIA
KEY TOPIC: SOCIAL-EMOTIONAL LEARNING

GLENWOOD HIGH SCHOOL USES MINECRAFT: EDUCATION EDITION TO TEACH REAL-WORLD SKILLS

Glenwood High School wants to give its students the technology skills they need to succeed in school and in life. To increase students' engagement, the

PARK INTERNATIONAL SCHOOL USES GAME-BASED LEARNING TO RAISE STUDENT ENGAGEMENT AND ACHIEVEMENT

PaRK International School wants its students to become collaborative and agile learners who impact and interact with our global society. To give students a more engaging and immersive education, the school introduced Minecraft: Education Edition across the curriculum. Teachers are exploring new ways of teaching that harness students' natural energy for gaming. Students find that their work is more fun, and they eagerly discover new ways of thinking that get them excited about learning.

SEE THE CASE STUDY

GRADE LEVEL: HIGHER EDUCATION
COUNTRY: USA
KEY TOPIC: 21ST CENTURY SKILLS

CLEMSON UNIVERSITY STUDENTS LEARN TO COMMUNICATE, CREATE AND COLLABORATE WITH 3D GAMING SOFTWARE

At Clemson University, students receive a broad and rigorous education that prepares them for success in their future

school introduced Minecraft: Education Edition into the classroom. Students are now more excited about their learning, and their academic achievement has increased. The success of the initial Minecraft deployment has the school looking for new ways to use this powerful learning platform across all subject areas.

SEE THE CASE STUDY

careers. Since clemson has started using Minecraft: Education Edition as a classroom tool, the immersive world of Minecraft is helping students learn about collaboration, communication, and critical thinking - skills they'll need to succeed in the 21st century economy.

SEE THE CASE STUDY

GRADE LEVEL: HIGHER EDUCATION
COUNTRY: USA
KEY TOPIC: TECHNOLOGY, SCIENCE

LOYOLA MARYMOUNT UNIVERSITY USES MINECRAFT: EDUCATION EDITION TO TEACH GRADUATE STUDENTS GAME-BASED LEARNING

As classroom technology has evolved. Loyola Marymount University is using Minecraft: Education Edition to bring a game-based learning module into its 'Learning and Teaching with Technology' course for graduate students. The course includes a capstone project for which students design classroom activities using Minecraft.

GRADE LEVEL: PRIMARY AND SECONDARY
EDUCATION
COUNTRY: UNITED ARAB EMIRATES
KEY TOPIC: EDUCATION TECHNOLOGY

GRADE LEVEL: PRIMARY AND SECONDARY
EDUCATION
COUNTRY: MALAYSIA
KEY TOPIC: EDUCATION TECHNOLOGY, STEM
LEARNING

YOUNG UAE LEARNERS ACQUIRE USEFUL 21ST CENTURY SKILLS VIA MINECRAFT

The first education provider in the Gulf to count all of its schools as Microsoft Showcase Schools, the UAE's Aldar Academy Head of Education Technology decided to evaluate Minecraft: Education Edition. Early experiences were so positive, the private school network then decided to roll it out across all Aldar Academies Abu Dhabi and Al Ain sites in January 2018.

MALAYSIAN SCHOOL USES MINECRAFT: EDUCATION EDITION TO IGNITE STEM LEARNING

With a vision to become a world-class educational center, MRSM Tun Mohammad Fuad Stephens Sandakan is one of the first Malaysian high schools to use Minecraft: Education Edition in the classroom.

GRADE LEVEL: PRIMARY AND SECONDARY
EDUCATION
COUNTRY: AUSTRALIA
KEY TOPIC: STEM LEARNING

NEW SOUTH WALES SCHOOLS DEPLOY MINECRAFT:

EDUCATION EDITION TO DRIVE STEM LEARNING

Microsoft is an active partner in the NSW Department of Education's efforts to improve STEM education, working with the teachers and administrators to develop future-ready technology based on schools' needs. Greig Tardiani, Schools Technology Innovation Lead, Information Technology Directorate, explains, "Minecraft: Education Edition features heavily in STEM, and our virtual reality kit is based entirely around the Windows mixed reality platform." As program managers look to improve the learning tools, they are exploring potential links between Minecraft and 3D printing. Tardiani believes that they will "see both of them playing an integral part a little bit later in the year."

SEE THE CASE STUDY

CONNECT WITH A GLOBAL MINECRAFT MENTOR TO HEAR FIRSTHAND HOW THEY USING MINECRAFT IN SCHOOL

FIND A MENTOR

GET MINECRAFT: EDUCATION EDITION