Professional Development Catalog

Minecraft Education Professional Development provides educators with the skills and knowledge to effectively integrate Minecraft into their teaching practice, which will lead to a more engaging and effective learning experience for all students.

This document contains an overview of all training content that is available on how to teach with Minecraft Education, the different delivery methods available, and guidance on which training format is best for you or your organization.

See the impact of investing in MCEDU Professional Development

- How Cherokee County School District Teachers Use Minecraft Education in K-12 Classrooms
- How Wales created a national professional development program with Minecraft
- This District Rolled Out Minecraft and Teacher Collaboration Skyrocketed | EdSurge News

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Training Content Overview:

1) **Minecraft Teacher Academy (3 hours):** Our [hero learning course](https://education.minecraft.net/), which incorporates Minecraft 101, 201, and 301, focuses on using Minecraft Education as a teaching and learning tool to support strong pedagogical practices in the learning environment.

   - **101: Let’s Build Individually (1 hour):** Minecraft 101 is the recommended place to start for any educator wanting to get started with MCEDU. 101 focuses on asynchronous building, or students working in their own worlds. Many educators start with the 101, deliver their first lesson with students, and come back to the other courses when they feel ready. If you feel confident teaching Minecraft in your classroom after the 101, go ahead and get started, however, to strengthen your knowledge and confidence, we recommend coming back to complete the 201 and 301.

   - **201: Let’s Build Together (1 hour):** Once teachers feel confident leading a lesson where each of their students builds something related to their curriculum, they may be ready to expand their skill set. Teachers will learn how to assess their students’ work with assessment tools and how to host a multiplayer world for collaborative gameplay. Practice is encouraged after, and after time teaching with these methods, educators may be ready to explore advanced courses.

   - **301: Let’s Modify Together (1 Hour):** This is an advanced course that explores how to build or modify your own worlds as an educator. You’ll learn how to use Worldbuilder mode, add Non-Player-Characters to add context and assignments in-world, and explore small group multiplayer instructions.

[1: Minecraft 101 - Let's Build Individually](#)
[2: Minecraft 201 - Let's Modify Together](#)
[3: Minecraft 301 - Let's Build Worlds Together](#)
2) **Minecraft Block Coding Academy (6 hours):** The modules in the [Block Coding Academy](https://education.minecraft.net/) focus on how educators may use Minecraft Education to teach programming skills and concepts to learners at all levels. The course is broken down into 2 sections: Block Based Coding in MakeCode, and a transition from MakeCode to Python. Most educators will start with the Block Coding course and come back to the Transition to Python course at a later time! After completing each course, you'll receive the Block Coding badge and the Coding and Beyond badge.

   a. **Pre-requisite:** Ensure you have completed the Minecraft 101 module in the Minecraft Teacher Academy prior to starting the Block Coding Academy.

3) **Minecraft Python Coding Academy (6 hours):** The modules in the [Python Coding Academy](https://education.minecraft.net/) focus on supporting students through their coding journey using the text-based programming language, Python. The course is broken up into 2 sections: Python in MakeCode, and a transition to writing Python in Azure Notebooks. Upon completion, you'll receive the Python Coding and Advanced Python badges.

   a. **Pre-requisite:** Ensure you have completed the Minecraft 101 course or equivalent training prior to starting the Python Coding Academy.

4) **Minecraft Trainer Academy (1 hour):** The [Minecraft Trainer Academy](https://education.minecraft.net/) walks educators through best practices for preparing and facilitating a Minecraft Education training for their organization, provides training materials, and inspires with ideas to create a training environment that empowers all to use Minecraft Education. Great for technology coaches who will be supporting the implementation of MCEDU and helping educators get started.

   a. **Pre-requisite:** Ensure you have completed Minecraft 101-301 before taking this course.
5) **Microsoft Esports Teacher Academy (3 hours):** New to esports? [Microsoft esports Teacher Academy (META)](https://education.minecraft.net/) covers the role of esports in education and career pathways, how to integrate esports in educational settings, and how to build a thriving esports program in a school through immersive exploration of Minecraft Education.

   a. **Pre-requisite:** Ensure you have completed Minecraft 101 and 201 before taking this course.

6) **Minecraft Student Ambassador Program (4 hours):** Have students at your school who are Minecraft fanatics, and want to provide them with a leadership opportunity to help other students or even teachers get started? By starting a [Minecraft Student Ambassador Program](https://education.minecraft.net/), a school can also connect with parents and the wider community by showcasing the positive impact of the game on student learning and development. At the end of this learning path, you'll become a Certified Minecraft Student Ambassador Sponsor.

   a. **Pre-requisite:** Ensure you have completed Minecraft 101 and 201 before taking this course.

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**Training Delivery Methods:**

There are different ways to complete Minecraft Education training content, depending on your needs. Whether you have a few teachers who want to get started right away or are hoping to build and scale a community of practice within your school district, there’s something for everyone! See the details below for the different consumption formats.

1. Asynchronous Learning on MS Learn
2. Live Training Cohort Model
3. 1:1 Training with a Microsoft Global Training Partner

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1. **Asynchronous Learning on MS Learn**

Any educator can complete our FREE training pathways on MS Learn at their own pace. All the following courses put the educator in control of their own learning, allowing them to focus on the areas that are most relevant to their teaching practice and interests. Completion of each course renders a badge on MS Learn.

*Note that all Academies can be taken as part of a live cohort. See the ‘Join a LIVE Upcoming Global Training Event’ section for more info.*
2. Live Training Cohort Model

Taking asynchronous courses on your own isn’t everyone’s jam – that’s why we offer regular, recurring LIVE training cohorts you can join with other educators from around the world! All cohorts meet regularly over 3-4 weeks to complete the courses together, and are led by Minecraft Certified Trainers, and are available to all educators, for free!

Registration for all events can be found at: https://aka.ms/meeevents.

Each cohort is around 6 total hours, 1.5-2 hours a week for 3-4 weeks. It is expected that attendees will preview the week’s content on MS Learn before the cohort event, and the
session will be used to practice, play, and ask questions. This model is best for those who like completing courses with a group and having the opportunity to learn from others and ask questions along the way. It’s also a great way to build community!

Do you have a group of educators at your district who want to get started with MCEDU? Encourage them to all sign up for an upcoming cohort together and support each other along the way. You can register for all upcoming events at [https://aka.ms/meeevents](https://aka.ms/meeevents).

“I really enjoyed the collaborative sharing which allowed us to see the commonalities and challenges we face both internationally and stateside. The collaborative nature of Minecraft truly supports the 21st Century mindset. I also really enjoyed completing the lessons and Modules and bringing that knowledge into the following Wednesday session.” – Minecraft Teacher Academy Cohort participant

3. 1:1 Training with a Microsoft Global Training Partner

If you’d like to schedule a customized Minecraft Education training for your school system, you can reach out to any [Microsoft Global Training Partner](https://education.microsoft.com) and receive a quote for any of the trainings above.

All academies can be delivered virtually or on-site, as a cohort model, or over 1 or 2 full days. If you share what goals you are trying to achieve, the training partner can customize the training to match your audience’s needs – including tailoring to certain subjects or grade levels!

Reach out to a Minecraft Training Partner and request a quote here: [Find A Trainer | Microsoft Education](https://education.minecraft.net/).
FAQs:

Review the FAQs below for insight into what training content and delivery method is best for you:

1. **How do I get set up and started with Minecraft Education?**
   
   First, you will need to have a valid Minecraft Education subscription. You can check if your school is already licensed by asking your IT administrator. If you are not, you can learn more about our free trial and licensing options here: [Getting Started with Minecraft Education – Minecraft: Education Edition Support](https://education.minecraft.net/). After you have the product downloaded, we recommend going through [Minecraft 101](https://education.minecraft.net/) on MS Learn to learn how to bring this tool into the classroom. If you have any issues or questions, reach out to our [support](https://education.minecraft.net/) team for help.

2. **Why should I take a Minecraft Education training course before delivering a lesson to my students?**
   
   A teacher who is trained on Minecraft Education will be able to navigate the platform with ease, understand the features available, and provide students with guidance and support. Training can help teachers understand how to design tasks, set objectives, and assess learning outcomes effectively. A trained teacher can also manage student behavior, set guidelines for appropriate use, and ensure that students stay on task.

   There are a variety of ways to teach with MCEDU: You can have your students use a blank world to build and demonstrate knowledge of a certain topic, or you can select an existing world and lesson plan available in the in-game library. There are different ways to manage lessons and assessment depending on your learning goals, and the training will get you familiar with both mechanics of assigning a lesson and managing student learning outcomes.

3. **I’m an instructional technology, curriculum or professional learning leader in my school organization and trying to map out a training plan for coaches or teachers in my district to learn how to bring Minecraft Education to their classrooms. Where should I start?**
   
   If you are just starting out, you’ll want to begin with our Minecraft 101 course and then add on what feels best for your teaching audience. We recommend having a group of teachers go through the Minecraft Teacher Academy together, either asynchronously or through a virtual cohort. This will be a great way to build community and support internally. If you have more advanced users, you might want to explore our 201 training to add on some multiplayer and more advanced methods of assessment, or even explore our esports and coding courses.
4. I am brand new to Minecraft Education and my students seem to know more about the game than I do. Where should I start so I feel confident to deliver a lesson to my class?

Don’t worry – we all have felt this way at some point! Harness that excitement from your students to your advantage – it’s one of the best benefits of teaching with Minecraft! Know that you do not have to be an expert gamer to teach with Minecraft – you simply have to do what you do best, which is design a learning experience. Minecraft 101 and its associated practice is designed to get you teaching your first lesson right away so you can sit back and reflect and design your next one to build more confidence. You got this!

5. Some of my students have never played Minecraft before. How do I help them get started?

You are bound to have a few student experts in your class that can help! When introducing Minecraft for the first time to your class, ask students to raise their hand if they are Minecraft experts. Those students can be your class leaders and help other students if they get stuck or need guidance.

We also have ‘How to Play’ tutorials on Movement, Breaking and Placing Blocks, Assessment Features, and more in our ‘How to Play’ category in the in-game library. Guide students here and they can get confident playing with a keyboard and mouse or a touch-pad.

6. Will I learn how to assess student learning as part of the Minecraft teacher training?

Yes! Minecraft 101, 201 and 301 are a spiraling curriculum – they model a real-life classroom lesson that you can directly teach your students, and models a teach – release – reflect method of instruction. In each course, you will demo how to build something, release students to build it, and then reflect with an assessment. That assessment can be very simple – take a screenshot of your creation – to more advanced, such as a screen recording walk through of the creation, a method that many students are very familiar with.

7. I’ve completed the Minecraft Teacher Academy and am trying to figure out where to take the next step in my training journey to take my experience to the next level. What do you recommend?

Lucky you – the world is your oyster! Now you understand how your students can play and learn alone or with classmates, and that you have a variety of ways to manage lessons and assess. You may be ready to consider esports – designing a lesson where students compete and build with and against each other for fun – or our entire Coding Progression, or perhaps you want to start a Minecraft Student Ambassador program at
your school. You can also check out if there are any upcoming training cohorts on our events page.

8. **How can I overcome any technical issues or glitches that might arise while using Minecraft Education?**

   We know that integrating a new technology can be daunting, especially when you are busy with just the basics of keeping your classroom running smoothly. Our Support Center has most issues documented so you can try to troubleshoot yourself, or drop a question in our Support Forums. If you can’t find the answer you are looking for, submit a ticket at https://aka.ms/fileaticket.

9. **What is the value for an educator to start a Minecraft Student Ambassador program at their school?**

   Your students love Minecraft and are extremely knowledgeable – we know that new teachers using Minecraft can be apprehensive. Taking the excitement of your students and giving them a leadership opportunity with it is a great way to build community and team-building at your school site. Our Student Ambassador course showcases the success of Atlanta Public Schools and details how you can recruit students, the activities they can do like being lesson helpers or throwing events at your school, and more.