



THE PROJECT

SAINT will create opportunities of substance with regards to engaging and interacting with the educational community of Minecraft Education with a view to collect needs and deliver sustainable experiences of high educational value.



THE IDEA

AI Adventures in Minecraft will teach AI related skills to children aged from 9-12 years old, using a Minecraft World. With this, we will create a fun, interactive and creative learning environment through specific activities and challenges aligned with the AI4K12 guidelines and the 5 big ideas of AI: **1) Perception, 2) Representation & Reasoning, 3) Learning, 4) Natural interactions, 5) Societal impact.**

PARTNERS



SAINT

HANDS ON INTRODUCTION TO ARTIFICIAL INTELLIGENCE IN PRIMARY EDUCATION USING MINECRAFT

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THE BACKGROUND



Through generating awareness and disseminating knowledge about the importance and practical applications of **AI** through an **educational game**, the project enhances key competences of educators and children, such as creativity, problem solving, collaboration, resilience, etc.

TANGIBLE RESULTS



①

Learning course

Introducing AI in school teaching based on the 5 big ideas of the AI4K12 framework.

②

Tailored Minecraft world

Delivering educational challenges to enhance knowledge of AI and provide an innovative way of learning.

③

The Foundry virtual space

Supporting a growing community of adopters of SAINT and guiding the corrective/perfective and evolutive maintenance of the training package.

THE TARGET GROUP



Direct

- Teachers of 9-12
- Higher education teachers
- Curriculum developers
- Children aged 9 to 12.

Indirect

- STEM centers
- Higher education institutions
- Organizations, associations or networks looking to provide parents and or educators with educational material on AI.