

Hands on introduction to artificial intelligence in primary education using Minecraft

1st Online article

The **SAINT project** is an important project related to artificial intelligence.

Specifically, it has as its main goal to introduce AI concepts and related practical implementations among pupils, teachers and educators across the EU. The goal is to provide teachers with the knowledge and content to teach about AI and utilize Minecraft in a classroom, as well as related digital tools. Additionally, the project will promote gamified learning approaches combined with Problem Based Learning. The ultimate goal is to reduce the gap between need and availability for AI related skills.

In this way and through playing, children will manage to acquire fundamental knowledge around AI.

The kick-off meeting was held on 12.10.2022 and took place in Lille, France. During the meeting partners discussed about the objectives of the project and next steps to be taken.

Follow SAINT on social media and learn all about the progress of the project!



www.facebook.com/SaintEu

