



SAINT

Newsletter 3

October 2023

Pr.no: 2022-1-FR01-KA220-SCH-000087794

hands on introduction to Artificial Intelligence in primary education using minecraft

Coordinator



The partners



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HANDS ON INTRODUCTION TO ARTIFICIAL
INTELLIGENCE IN PRIMARY EDUCATION
USING MINECRAFT



The Minecraft game

Based on the topics addressed, a Minecraft world is under development, tailored to host the challenges and deliver the AI curriculum. It will make use of the escape room concept and offer Problem-Based Learning activities or challenges.

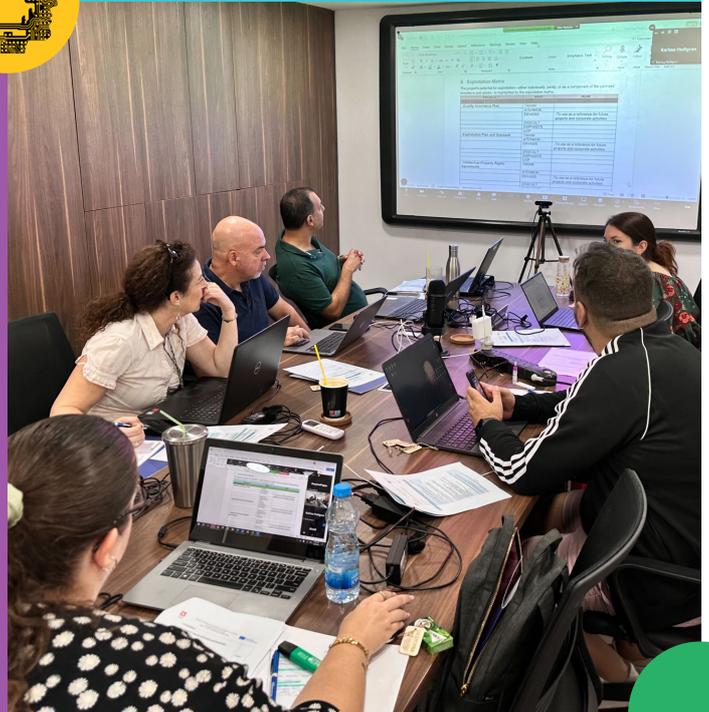
Why Minecraft

The educational potential of Minecraft as a Massively Multiplayer Online Game has been explored by a few initiatives and conclusions are very positive: it is seen by the growing community of Minecraft Education comprising teachers, educators and parents.



The Second meeting

The second meeting of the Erasmus+ KA2 School project SAINT: hands on introduction to Artificial Intelligence in primary education using minecraft, took place on the 9th of October 2023, in Nicosia, Cyprus. During the meeting, the progress of the project was presented, along with the initial steps of the results of the project to be implemented. In addition, the Dissemination and Quality Assurance progress were presented by the leaders, At the end of the meeting, administration issues were discussed and deadlines for the upcoming tasks were set for the consortium.



What's next?

The next steps are mainly focused on the finalisation of the five scenarios in the Minecraft game and testing them. In our next steps, the materials, lesson plans and Minecraft game will be tested with the target groups!

