



SAINT

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## hands on introduction to Artificial Intelligence in primary education using minecraft

Coordinator



The partners



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## The Pilot testings!

Each partner country of the SAINT project is currently running sessions with Teachers, experts and students to test the SAINT materials, lesson plans and of course the Minecraft game!



## 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 Third meeting

The third meeting of the Erasmus+ KA2 School project SAINT: hands on introduction to Artificial Intelligence in primary education using minecraft, took place on the 16th of May 2024, in Rotterdam, the Netherlands. During the meeting the consortium conducted a final review of the Minecraft worlds, provided an update on the progress of the piloting sessions in each partner country, also discussed the Creation of the Foundry in order to host and validate the developed contents. Time was also allocated to discuss Administration, Management, Dissemination, Quality assurance and of course, the Multiplier Events that will be conducted in partner countries.



## What's next?

The next steps are mainly focused on the finalisation of the Pilot testing sessions and the development of the Foundry that will host all of the materials, lesson plans and Minecraft worlds. Then the partners will proceed with the organisation of the Multiplier Events!

