



Collaborative
Computing
Education

Learn · Collaborate · Innovate

Collab Crafters

Minecraft Education Club

A six-stage Saturday programme for young builders

A step-by-step programme using Minecraft Education, where children build real skills in design, engineering and computing. Each stage is a six-week term, and every stage stands on its own, so children can start at any point in the year.

Provider: Collaborative Computing Education Ltd

Age range: 7-11, mixed ability

Structure: 6 stages across the year · each stage is a 6-week term

Sessions: One 90-minute session a week, six weeks per term

When: Saturdays, 10:00am - 11:30am

Where: Monkton Park Golf Course, Chippenham, SN15 3PE

Club size: Small groups, up to 10 children

Price: £99 per six-week term, or £17 per individual session

Included: Laptops and Minecraft Education licences provided

Staffing: Enhanced DBS-checked leader · fully insured

The six stages

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|------------------------|--------------------------|
| ● 1. Builder | September - October 2026 |
| ● 2. Engineer | November - December 2026 |
| ● 3. Creator | January - February 2027 |
| ● 4. Architect | February - March 2027 |
| ● 5. Survival Designer | April - May 2027 |
| ● 6. Coder | June - July 2027 |

What a session looks like

- A short taught input where the skill of the week is modelled on screen
- Plenty of building time, with support and challenge for every child
- A photograph of their work and a note of what they built
- Time at the end to look at what everyone else has made

No previous Minecraft experience is needed and everything is provided. Every session is planned with a starting point for beginners and a challenge for those who want to push further.

The Programme at a Glance

The programme runs across six stages. Children begin with the foundations of building, move into how things work, and finish by making the computer do the building for them. Every stage is pitched for mixed-ability groups, with support for beginners and extension challenges for confident builders.

Stage	When it runs	Children will...	Key skills
1. Builder	September - October 2026	Learn to build well: shape, structure and detail	Design, proportion, craftsmanship
2. Engineer	November - December 2026	Make their builds actually do something	Mechanisms, logic, problem-solving
3. Creator	January - February 2027	Design a whole place rather than a single building	Imagination, planning, storytelling
4. Architect	February - March 2027	Design to a brief, for the people who use it	Design criteria, evaluation, precision
5. Survival Designer	April - May 2027	Build cleverly when resources are limited	Prioritising, resilience, adapting
6. Coder	June - July 2027	Make the computer do the building	Algorithms, loops, computational thinking

How each stage is structured

Every stage has a clear focus, a set of things children explore week by week, the skills they develop, and an outcome they work towards and share with the group. Sessions are practical and hands-on, with a short taught input at the start and plenty of building time. Stages can be adapted as the programme develops, so the detail may change while the focus stays the same.

Start at any stage

Stages are designed to be taken in order, but each one stands alone. Children joining at a later stage will not be left behind, and children who have done an earlier stage will find the next one builds naturally on it.

Why Minecraft Education

- It is the education version of the game, designed for teaching rather than playing
- Children are already fluent in it, so almost no time is lost learning the tool
- Building makes thinking visible, so you can see how a child planned and reasoned
- Everyone shares one world, which makes collaboration necessary rather than optional
- The skills transfer: design, sequencing, problem solving and evaluating your own work

What children take away

- A finished build of their own design at the end of every term
- Photographs and written notes of everything they made along the way
- A certificate for each stage completed
- The confidence to plan something, build it, and explain why they made those choices

Stage by Stage

STAGE 1 · TERM 1 · SEPTEMBER - OCTOBER 2026 · SIX WEEKLY SESSIONS

1. Builder

What it is: The foundations of building well. Children learn the difference between putting blocks together and designing something that looks considered.

CHILDREN WILL EXPLORE

- Shape, structure and proportion
- Materials and texture
- Detail that lifts a build
- Designing something of their own

SKILLS DEVELOPED

Design thinking

Proportion

Craftsmanship

Creativity

BY THE END

A build of their own design that shows the skills practised week by week.

STAGE 2 · TERM 2 · NOVEMBER - DECEMBER 2026 · SIX WEEKLY SESSIONS

2. Engineer

What it is: Making things work. Children move from builds that look good to builds that actually do something, and learn to fix them when they do not.

CHILDREN WILL EXPLORE

- How inputs and outputs work
- Mechanisms and moving parts
- Simple circuits and logic
- Finding and fixing faults

SKILLS DEVELOPED

Mechanisms

Logic

Problem-solving

Resilience

BY THE END

A working mechanism they can explain, built into something of their own.

STAGE 3 · TERM 3 · JANUARY - FEBRUARY 2027 · SIX WEEKLY SESSIONS

3. Creator

What it is: Designing a whole place rather than a single building. Children think about atmosphere, layout and how the parts of a place fit together.

CHILDREN WILL EXPLORE

- Landscape and setting
- How places are laid out
- Mood, light and atmosphere
- Telling a story through a build

SKILLS DEVELOPED

Imagination

Planning

Storytelling

Collaboration

BY THE END

A place they have designed and can talk an audience through.

Stage by Stage, continued

STAGE 4 · TERM 4 · FEBRUARY - MARCH 2027 · SIX WEEKLY SESSIONS

4. Architect

What it is: Designing for the people who will use it. Children work to a brief and learn to justify the choices they make rather than building whatever comes to mind.

CHILDREN WILL EXPLORE

- Working to a design brief
- Scale, style and consistency
- Designing for a purpose and a user
- Evaluating and improving a design

SKILLS DEVELOPED

Design criteria Evaluation Precision
Communication

BY THE END

A build that meets a brief, with reasons the child can explain.

STAGE 5 · TERM 5 · APRIL - MAY 2027 · SIX WEEKLY SESSIONS

5. Survival Designer

What it is: Designing under constraints. Children discover that limited resources make you think harder, plan further ahead and make better decisions.

CHILDREN WILL EXPLORE

- Planning before building
- Working with limited resources
- Prioritising what matters most
- Adapting when things go wrong

SKILLS DEVELOPED

Prioritising Planning Adaptability Resilience

BY THE END

A build achieved within real constraints, and the thinking behind it.

STAGE 6 · TERM 6 · JUNE - JULY 2027 · SIX WEEKLY SESSIONS

6. Coder

What it is: Making the computer do the building. Children use block-based coding to automate tasks, and discover that the machine is faster than they are.

CHILDREN WILL EXPLORE

- Giving instructions in the right order
- Repeating work with loops
- Making decisions in code
- Building a coded project of their own

SKILLS DEVELOPED

Algorithms Loops and logic
Computational thinking Debugging

BY THE END

A working coded project, presented to the group.

Places and Prices

£99

per six-week stage

Six weekly sessions of 90 minutes

Or £17 for an individual session

What that includes

- A laptop and Minecraft Education licence for every child
- All planning, resources and materials
- Small groups, so every child gets proper support
- Sessions planned and delivered personally by a qualified teacher
- Differentiated activities, so beginners and confident builders both progress

How to pay

A full stage is £99, or £17 for an individual session. The £99 can be paid two ways.

- In full, £99, due before the first session
- In two instalments of £49.50. The first is due before the first session and the second before week four

Booking

Places are limited and offered on a first come, first served basis. A minimum number of children is needed for a stage to run. If we do not reach it, you will be offered a place in the next block or a full refund.

Refunds and missed sessions

Your child's place is reserved for the whole block, so unfortunately if they cannot attend a session we are not able to offer a refund for it. Each session is planned around the group, and the place is held whether or not it is used. Children who miss a week will be helped to catch up the following session.

Safeguarding and Online Safety

Keeping children safe is the first consideration in everything the club does, both in the room and online.

In the room

- Sessions are led by an enhanced DBS-checked leader
- The club is fully insured
- Children are signed in at the start and signed out at the end
- Children are only released to a named adult
- Small group sizes mean every child is supervised properly

Online

- Children play only in private worlds, with the others in the room
- There is no contact with players outside the session
- The club does not use public servers or open online lobbies
- In-game chat is used for the activity and is visible to the club leader
- Devices and accounts are provided and managed by the club

Photographs and data

- Photographs are only taken and shared with written consent
- Consent can be withdrawn at any time, just let us know
- Personal details are kept securely and never shared with third parties

Any concerns?

Please speak to Jake directly, or email info@collaborativecomputing.co.uk.
Safeguarding and privacy policies are available on request.

About your Club Leader



Hi, I'm Jake, founder of Collaborative Computing Education and the person who will personally run every session. I'm a qualified primary school teacher with 14 years' experience in the UK and internationally, and I hold an MSc in Education (Learning Technology and Society). As a Minecraft Education specialist I plan and deliver every club myself, so your child gets the same familiar face each week. I'm enhanced DBS-checked and fully insured.

Get in touch

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