Collaborative Computing Education

Learn · Collaborate · Innovate

ONLINE LESSONS FOR PRIMARY CHILDREN

Minecraft Education Online Lessons

Live, curriculum-linked lessons taught by a specialist primary computing teacher, from your own home.

Learn. Build. Create. Together.

One-to-One

Personal lessons built around your child's interests

Small Groups

Build, solve and create alongside other children

Curriculum Linked

Every session mapped to primary national curriculum aims

Digital Literacy

Real skills, real confidence, safely online

Ages 5–11 (KS1 & KS2) | Online, UK-wide | 2026/27

info@collaborativecomputing.co.uk | www.collaborativecomputing.co.uk | Wiltshire & South West

Fully Insured · Enhanced DBS Checked · Qualified Primary Teacher

Who Am I?

I'm **Jake Miles**, a qualified primary teacher and computing specialist based in Wiltshire, and I run Collaborative Computing Education. I work with primary schools across Wiltshire and the South West teaching computing, designing curriculum, and training teachers, and I lead after-school computing and Minecraft clubs.

I've taught computing right across the primary age range, from Reception to Year 6, and I've led computing as a subject in school. That means I know the primary national curriculum inside out: not just the computing strand, but how maths, English, science, history and geography fit together across the year groups.

Jake Miles
Primary computing specialist

My teaching is built on a simple belief: **children learn best when they talk, collaborate, and make something they're proud of.** Minecraft Education is one of the best tools I've found for exactly that. Children who might hesitate to put their hand up in class will happily explain a redstone circuit, debug a friend's code, or narrate the Viking settlement they've just built.

These online lessons grew straight out of how much children got from the clubs I run in school. Parents kept asking whether their child could carry on at home, so now they can.

What that means for your child

- Lessons planned and taught by a **qualified teacher**, not a hobbyist or a video course
- Every session linked to **primary national curriculum objectives**, so it supports school learning
- **Enhanced DBS checked** and fully insured, with clear safeguarding practice
- Real classroom experience of adapting for SEND, EAL and children who find school tricky
- Honest feedback to you after every session: what your child did, and what's next

Why Minecraft Education, and not just Minecraft?

Minecraft Education is a separate, purpose-built version of Minecraft made for teaching. It has tools that the standard game doesn't: a built-in **Code Builder** (Blocks, MakeCode and Python), a camera and portfolio for capturing and reflecting on work, chalkboards and non-player characters for setting tasks, and locked-down, private worlds with no strangers and no open chat.

In other words: all the creativity your child already loves, inside a safe classroom with a teacher guiding the learning.

> *"I really enjoyed the Computing Club. It helped me learn new skills and get better at coding. I wasn't confident at first but Mr Miles encouraged me to give it a go and that gave me the confidence I needed. It was so fun that I can't wait to go back again next week."*
> **– Loki, Year 5**

How the Lessons Work

All lessons are live and taught by me in real time; nothing is pre-recorded. We meet online, join a private Minecraft Education world together, and I teach, model, question and guide throughout, exactly as I would in a classroom.

One-to-One Lessons

A full hour of individual attention, planned entirely around your child. Ideal if your child needs a confidence boost, has a specific area to strengthen, is working well ahead of their class, or simply learns best without an audience.

- Lesson content shaped around your child's interests, pace and targets
- Perfect for children who are shy, anxious, or find group settings difficult
- Excellent for stretching a child who is already confident and wants a challenge
- Flexible: we can follow a theme over several weeks or pick a new focus each time

Small Group Lessons

Groups of **three to five children** of a similar age, so everyone still gets plenty of my time. Children build in a shared world, talk through problems together, and learn the collaboration skills that sit at the heart of the computing curriculum.

- Structured teaching, then guided collaborative building and problem-solving
- Children learn to explain their thinking, listen, negotiate and share a plan
- Great value, and a sociable option for children learning at home
- Friendship groups and siblings welcome, just let me know when you book

Group-Directed Challenge Sessions

Themed sessions where the whole group works towards one shared goal: a build challenge, a coding puzzle, a rescue mission or a design brief with real constraints. I set the challenge, referee the problem-solving, and pull the learning together at the end.

- Time-limited build and coding challenges with clear success criteria
- Roles and responsibilities assigned so every child contributes
- A structured review at the end: what worked, what didn't, what we'd change
- Brilliant for resilience, teamwork and thinking under pressure

What happens in a typical session

1. **Welcome and warm-up (5 mins):** we check sound and screen, recap last time, and set the goal for today.
2. **Teaching input (10 mins):** I model the new skill or concept and we talk it through.
3. **Guided building and coding (30 mins):** your child works in the world while I support, question and stretch.
4. **Share and reflect (10 mins):** your child explains what they made and how they solved problems.
5. **Capture and next steps (5 mins):** we photograph the work in the in-game camera and portfolio, and agree what to try next.

What Your Child Will Learn

Every lesson is planned against **primary national curriculum objectives** for England. Your child isn't just playing; they're covering real learning, in a context they actually want to be in. Here's how the subjects work in Minecraft Education.

Computing & Coding

Children program using the built-in Code Builder, moving from block coding to MakeCode and, for older or more confident children, Python.

- Writing algorithms to automate building, farming and mining
- Sequence, repetition (loops), selection (if / else) and variables
- Debugging: finding the error, explaining it, and fixing it
- Predicting what a program will do before running it

CURRICULUM LINK KS1: create and debug simple programs; use logical reasoning to predict behaviour. KS2: design, write and debug programs; use sequence, selection and repetition; work with variables and various forms of input and output.

Maths

Minecraft is built from cubic metre blocks, which makes it an unusually good maths manipulative, so children can see and count the maths they're doing.

- Area, perimeter and volume by designing and costing real builds
- Coordinates and position, using the in-game x, y, z grid
- Multiplication, scaling and ratio when enlarging a design
- Fractions, measurement and estimation in planning and trading

CURRICULUM LINK Supports KS1 and KS2 objectives in number, measurement, geometry (position, direction, properties of shape) and, in upper KS2, ratio and proportion.

Science

Builds and experiments make abstract science visible, and redstone gives children a genuinely hands-on way into circuits.

- Electricity and circuits through redstone: components, switches and complete circuits
- Habitats, biomes and adaptation: comparing what lives where and why
- Materials and their properties: what to build with, and why
- Working scientifically: predicting, testing, observing and explaining

CURRICULUM LINK Links to KS1 and KS2 science: plants, animals including humans, living things and their habitats, materials, electricity, and working scientifically throughout.

Creative Writing

Children build the world first, then write about it, which removes the blank-page problem that stops so many reluctant writers.

- Setting description drawn from a world they designed themselves
- Narrative and adventure writing with a real place and characters
- Instructional and explanation writing: how to build it, how it works
- Signs, books and quills in-game for purposeful writing with an audience

CURRICULUM LINK Supports the KS1 and KS2 English writing programmes of study: composition, vocabulary choice, planning, drafting, editing and evaluating writing.

What Your Child Will Learn

CONTINUED

History

Children reconstruct the periods they're studying at school, then use the build to explain what they've understood, which is a far better test of knowledge than a worksheet.

- Reconstructing Ancient Egypt, Roman Britain, Anglo-Saxon and Viking settlements, or Stone Age life
- Using evidence and sources to justify design decisions
- Chronology and change: how a settlement develops over time
- Explaining what daily life was like, and why people built as they did

CURRICULUM LINK Supports the KS1 and KS2 history programmes of study, including changes within living memory, ancient civilisations, Roman Britain, Anglo-Saxons and Vikings, and local history.

Geography

Minecraft worlds are, in effect, editable maps, so map skills, physical geography and settlement planning all become practical rather than abstract.

- Map skills: grid references, compass directions, scale and symbols
- Rivers, mountains, coasts and the water cycle within a generated world
- Biomes and climate zones: comparing desert, tundra, jungle and temperate
- Settlement and land use: siting a village and justifying the choice

CURRICULUM LINK Supports KS1 and KS2 geography: locational knowledge, place knowledge, human and physical geography, and geographical skills and fieldwork.

Social & Emotional Learning

This is where group sessions really earn their place. Shared worlds require negotiation, patience and repair: skills children practise constantly and rarely get taught directly.

- Turn-taking, listening, and reaching agreement on a shared plan
- Resilience: when a build collapses or code doesn't work, we try again
- Recognising and managing frustration, and celebrating others' work
- Respecting other people's creations, space and ideas

CURRICULUM LINK Supports the statutory Relationships Education requirements and widely used PSHE frameworks: respectful relationships, working together, and self-regulation.

Online Safety & Digital Literacy

Children build real digital skills while learning to be safe, kind and capable online, taught explicitly, in the moment, in an environment they care about.

- Keeping personal information private, and why usernames matter
- Recognising unkind behaviour online and knowing exactly how to report it
- Practical digital literacy: file management, screenshots, portfolios, saving work
- Confident, safe use of a laptop, mouse, keyboard shortcuts and video calls

CURRICULUM LINK KS1: use technology safely and respectfully, keep personal information private, know where to go for help. KS2: use technology safely, respectfully and responsibly; recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns.

Sample Lesson Topics

A flavour of what your child could be working on. Every block of lessons is planned with you, around your child's age, interests and anything they're covering at school.

CODING & COMPUTING

- Build an automatic farm with an Agent
- Code a maze and program a way out
- Loops: build a castle wall in 6 lines
- Debug it! Fix the broken program
- Python starter: your first script
- Design a working redstone door

MATHS

- Design a house to an exact area
- Coordinates treasure hunt
- Scale up: double the size of a build
- Perimeter and fencing a paddock
- Volume: how many blocks in that tower?
- Trading, budgets and best value

SCIENCE & GEOGRAPHY

- Redstone circuits: switches and lamps
- Survive the biome: desert vs tundra
- Build a river from source to sea
- Design a habitat for one animal
- Map your world with grid references
- Plan and justify a new settlement

WRITING, HISTORY & PSHE

- Build then describe your setting
- Reconstruct an Egyptian tomb
- A Viking longhouse and its story
- Write the instructions for your build
- Team build challenge: agree a plan
- Online safety: the mystery messages

Assessment & Progress

You'll always know what your child is learning and how they're getting on. Assessment here is what teachers call low-stakes: it happens through conversation and evidence, not tests.

- **Baseline chat:** in the free introduction session I find out what your child can already do and what they want to get better at
- **Live questioning:** I assess understanding throughout each lesson by asking children to explain and predict, and adjust the teaching there and then
- **Portfolio evidence:** we photograph work in the in-game camera and portfolio, so progress is visible over time
- **Pupil voice:** children explain their build and their code at the end of each session, which is where the deepest assessment happens
- **A short written note after every session:** what we covered, what went well, and the next step
- **A progress summary at the end of every block of four or eight lessons**, with suggestions for what to focus on next

What You'll Need

Minecraft Education

Minecraft Education is free to download from the Microsoft Store (Windows, Mac, iPad and Chromebook). Your child signs in with a Microsoft account.

I'll send you clear, step-by-step setup instructions before your first session, and we'll install, sign in and test everything together during the **free 20-minute introduction session**, so nothing is eating into paid lesson time. If your child's account needs a licence, I'll explain the options plainly before you book anything.

Device & Equipment

A laptop or desktop computer with a proper mouse is strongly preferred. Minecraft Education is much easier to control with a mouse and keyboard, and the Code Builder, which we use a lot, is far more comfortable on a full screen.

- **Preferred:** Windows laptop, Mac or Chromebook, with an external mouse
- **Workable:** an iPad or tablet: lessons run fine, but coding and precise building are fiddlier
- **Headphones with a microphone:** makes a big difference to sound quality
- **A reliable internet connection:** we'll test yours in the free introduction session
- A quiet-ish space where your child can talk out loud without feeling self-conscious

Safeguarding & Online Safety

Your child's safety online is not an add-on; it's part of how these sessions are designed.

- I hold an **Enhanced DBS certificate** and full public liability insurance; both can be shown on request
- **Private worlds only.** Sessions run in closed worlds with a join code shared only with booked families. There is no open matchmaking and no contact with strangers
- **No open chat.** In-group chat is used only for the lesson and is visible to me at all times; for one-to-one lessons it isn't needed at all
- **A parent or carer must be at home** and contactable for the whole session. You are welcome to sit in at any time, and many parents do
- **No recording** of children, and no photographs of children. The only images taken are in-game screenshots of their builds
- **Video call etiquette:** a shared, appropriate space, school-appropriate language, and cameras optional so your child never has to be on camera
- Online safety is **taught explicitly** as part of the lessons, not just enforced
- Any safeguarding concern is acted on immediately and shared with you, and with the relevant local authority where required

Pricing

Simple, transparent pricing. No subscription, no joining fee, and no charge until after your free introduction session.

Start Here: Free

Introduction session (20 minutes) Meet me, install and log in to Minecraft Education, test sound, screen and internet, and talk through what your child would like to learn. No obligation to book.	**FREE**

One-to-One Lessons

Single lesson (1 hour) Pay as you go, ideal for trying it out.	**£50**
Block of 4 lessons (4 × 1 hour) Saves £20 against single lessons. £45 per lesson.	**£180**
Block of 8 lessons (8 × 1 hour) Saves £60 against single lessons. £42.50 per lesson. Best value.	**£340**

Blocks include a written note after every session and a progress summary at the end of the block.

Small Group & Group-Directed Sessions

Single lesson (1 hour), per child Groups of 3 to 5 children of a similar age.	**£22**
Block of 4 lessons, per child £20 per lesson.	**£80**
Block of 8 lessons, per child £18.75 per lesson. Best value.	**£150**

Already have a group of friends or siblings in mind? Tell me the ages and I'll build the sessions around them. Bespoke groups and holiday challenge sessions can also be arranged.

Booking, Payment & Cancellations

- **Booking:** email me and we'll arrange your free introduction session. Lessons are booked into a regular weekly slot wherever possible
- **Payment:** by bank transfer. Single lessons are paid in advance; blocks are paid in full before the first lesson of the block
- **Rescheduling:** free of charge with at least 24 hours' notice, and I'll always do my best to find an alternative slot
- **Cancellations:** lessons cancelled with less than 24 hours' notice are charged in full. Blocks are valid for 6 months from the first lesson
- **If the technology fails** at my end, or my connection drops and we lose more than 15 minutes, the lesson is rearranged free of charge
- **Siblings:** discounts are available where two or more children from the same family book, just ask

Questions Parents Ask

Is this just an excuse to play Minecraft?
No. Every session has clear learning objectives, teaching input, and a review at the end. Minecraft is the context, not the point: the same way a science lesson might use a Bunsen burner. Children work hard; they just don't always notice.

Does my child need to have played Minecraft before?
Not at all. Plenty of children start from scratch, and Minecraft Education is designed to be picked up quickly. Equally, if your child is already an expert, that's great, and I'll pitch it accordingly.

My child has SEND or finds school difficult. Would this work?
Often especially well. One-to-one lessons are quiet, predictable, and led by your child's interests, with no audience and no pressure. Tell me about your child when you book and I'll plan around them.

How much screen time is this?
One hour per lesson, and it's active, guided and social rather than passive. Children are talking, explaining, planning and problem-solving throughout.

Can I watch?
Yes, always. You're welcome to sit in on any session, and in fact I'd encourage it for the first one.

Will this help with what my child is doing at school?
Yes, that's the design. Tell me the topic your child is covering in class and I'll build lessons around it, mapped to the same national curriculum objectives their teacher is working towards.

What if my child doesn't enjoy it?
The introduction session is free precisely so you can find out before spending anything. And if a block isn't working for your child, talk to me, because I'd far rather sort it out than have them turn up reluctantly.

Ready to start?

Email **info@collaborativecomputing.co.uk** with your child's age and year group, and I'll be in touch to arrange your free 20-minute introduction session.

> *"He absolutely loved his first session and came home excited, eager to carry on learning and exploring. A big thank you to Jake for creating such a welcoming and engaging space."*
> **– Tanielle, Parent**

> *"My children have developed a real interest in coding, and it's been fantastic to see their confidence grow. They are so proud of what they've made."*
> **– Vicky, Parent**

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