Beat: Technology

KIDSCODE is the first educational online platform based on the Minecraft game

Geared towards educational professionals

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USPA NEWS - Established in 2016, the educational online platform 'kidscode' is a teaching tool geared towards educational professionals. 'Kidscode' is a platform which can develop skills and knowledge acquired at school for children between the ages of five and fifteen....

Established in 2016, the educational online platform 'kidscode' is a teaching tool geared towards educational professionals. 'Kidscode' is a platform which can develop skills and knowledge acquired at school for children between the ages of five and fifteen. As the French Government is introducing an interdisciplinary project based on learning and starting in September 2016, 'kidscode' will be the ideal support tool.

From kindergarten through year Nine, 'kidscode' is based on the growing trend of linking the educational world to that of video games. Minecraft is a game without limits where the player can play, create and modify virtual worlds. The player is using key skills such as creativity and logic as well as drawing on his prior knowledge. With over 100 million games sold around the world, Minecraft has established its name as the online construction game in the pace of five years.

The platform 'kidscode' is based on the creation of exclusive worlds for educational purposes, entirely integrated within the context of a videogame. Each world is a detailed reproduction of real life settings in which children can live virtual experiences and develop their skills. Enigmas and missions within the worlds favour the use of relevant new technology to research an access information, classify it and eventually create the child´s own content.

'Kidscode' methodology is inspired by different alternative methods of learning, mainly Montessori and Freinet. The child can interact with other users (classmates or teacher), can work on projects with others while evaluing their skills, sharing their knowledge and collaborating to resolve problems. Through the game and the social network of the kidscode community, the child can think about having a place in the world.

'Kidscode' Available worlds :

- Crusader Castle of 'Krak des Chevaliers'
- The Atlantic Wall and Omaka beach landings
- Verdun Battlefield from 1914 through to the present
- The Journey to the Moon
- Around the World in 80 Cubes
- Science Factory
- The Math Olympiad
- Responsible Farming Project
- The Museum
- The Big Discoveries
- Urbanization ans Sustainable Development

- The Capitals of the World
- The Cities of the future
- Dont touch my planet !
- Sea World
- Thousands of Years of Evolution
- Travel in the World of the Mine
- The Theatre of Versailles
- Alice in Wonderland

- The Island
- The Computer
- Turtle Ranch
- Cube's landing

Within the next five years, 'Kidscode' plans to develop more than 700 new worlds for educational professionals.

Prior to using the programme in class, online training is available for the teacher in order to learn more about Mincecraft and the multiple worlds and educational content used by 'Kidscode'. The digital platform is accompanied by practical guides and files for teachers. The program can be pursued outside the school's hours.

'Kidscode Agenda' :

- September 2016 : 60 partnerships with schools in FRANCE. Over 20 Worlds available. Coding and Algorithms will be available on 'Kidscode'.

- First Semester 2017 : International Development and Opening of two Offices in North America (USA and Canada)

The Content is developed by interdisciplinary teams, made up of Education Specialists (more than 150) and Minecraft Experts (60 Cubers and 30 Moders), as well as some of the biggest French speaking Minecraft Youtubers.

Source : KIDSCODE

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