



# Scholastic Esports with Minecraft

Esports offers students opportunities to make connections and form communities of organized play. In education, esports is integrated with a games-based learning approach promoting 21st century skills, college preparatory and career technical education (CTE) pathways and prepares students for future-ready careers in STEM (science, technology, engineering, and mathematics). The growing popularity of esports across student populations is recognized as having the potential to be a powerfully engaging tool to reach a diverse array of students and create an inclusive, welcoming learning environment, enhancing students' abilities to collaborate, solve real problems, and learn in meaningful ways.



Make and Model worlds elevate a traditional build challenge by introducing time constraints, and a head-to-head build arena where student teams go head-to-head against a chosen prompt. Other worlds challenge student groups to work together to use code to build structures or demonstrate teamwork to gather resources against the clock.



Educators can get started with the Microsoft Education Center course - [Esports: More than just a game](#). We are happy to provide a Minecraft Esports How-To Guide for you to leverage with more information on how to support esports engagements and the professional development and planning support that we can provide if you are interested in executing in your region.



**Example:** In February of 2021, FUSD launched the first district-wide elementary Minecraft Esports League in the nation. 250 students on 26 teams from 22 school sites participated in the inaugural league.

**Reach out to your team at Microsoft for more information on any of these programs!**

