

MINECRAFT

T EDUCATIO N QUICK GUIDE

Learning • Coding • Classroom Tools

A compact companion for teachers, parents, students, clubs, camps, and homeschool programs.

2026

What Minecraft Education is

Minecraft Education is the learning-focused edition of Minecraft. It uses familiar block-based building and exploration, but adds classroom management, lesson resources, coding activities, accessibility tools, secure school sign-in, and education-focused multiplayer.

Current guide snapshot	October 2026
Current download version	1.26.32
Lesson library	600+ standards-aligned lessons
Main uses	Math, science, coding, history, language arts, design, SEL
Platforms	Windows, Mac, Chromebook, iPhone/iPad, Android
Multiplayer	Yes, including Dedicated Servers

Best way to use this PDF

- Teachers: use it as a pre-class setup checklist.
- Parents: use it to understand how Education differs from normal Minecraft.
- Students: use it as a quick guide to coding, multiplayer, and supported customization.

Official starting point: education.minecraft.net

Minecraft Education vs. Minecraft Bedrock

Minecraft Education is Bedrock-based, but it is a separate product with different licensing, sign-in, multiplayer, and classroom features.

Feature	Minecraft Education	Minecraft Bedrock
Main goal	Teaching and learning	General gameplay
Account	School-managed Microsoft 365	Personal Microsoft account
Lessons	Built-in education library	No built-in classroom library
Coding	Code Builder and learning activities	Not standard gameplay
Multiplayer	Classroom-focused, Dedicated Servers	Consumer servers / Realms
Marketplace	Education resources	Full consumer Marketplace
Add-ons	Supported Bedrock-style content	Bedrock add-ons

Do you use the normal Minecraft Launcher?

Usually, no. Minecraft Education is installed separately through the official Education download page or supported app-distribution systems. The consumer Minecraft Launcher is mainly for Java Edition and Minecraft for Windows/Bedrock on PC.

What about Minecraft skins and mods?

- Regular Minecraft skins: consumer Java and Bedrock have broader skin systems.
- Education: third-party custom skins are not officially supported in the same way.
- Java mods: do not treat them as compatible with Minecraft Education.
- Add-ons: Bedrock-style Resource Packs, Behavior Packs, .mcpack, .mcaddon, and .mcworld content are the more relevant format.

Keep school devices predictable

For classroom use, test add-ons in a separate world first and avoid random skin installers or unsupported tools from unfamiliar sites.

What students can learn

Minecraft works best when the world is the environment for a lesson, not the entire lesson. Teachers can ask students to build, explain, code, measure, test, collaborate, and revise.

Subject	Example classroom use
Math	Measure structures, calculate area/volume, model ratios and coordinates.
Science	Build ecosystems, model processes, compare materials, run structured investigations.
Coding	Use Code Builder and block-based activities to practice loops, logic, variables, and sequencing.
History	Recreate architecture, settlements, trade routes, or historical environments.
Language Arts	Build scenes, explain design choices, retell stories, or create narrative worlds.
Art & Design	Plan visual projects, prototype structures, and iterate on creative designs.

Coding in Minecraft Education

- Use Code Builder and MakeCode-style activities to connect code with visible results inside the world.
- Start with short tasks: move an Agent, place blocks, repeat actions, then add conditions and variables.
- Let students predict what the code will do before running it, then explain why the result matched—or did not match—their prediction.

Multiplayer and Dedicated Servers

Shared worlds are useful for group projects, while Dedicated Servers can keep a learning world available between sessions instead of depending on one student's device staying online.

- Define roles before a group build so experienced players do not take over.
- Use smaller groups first when a class is new to Minecraft.
- Set a clear learning goal, time limit, and final deliverable.
- Test the world and network before the lesson begins.

Getting started: access, setup, and classroom checklist

Licensing and access

The app can be downloaded and includes demo/trial options, but continued full use generally requires an eligible Minecraft Education license. Many schools may already have access through qualifying Microsoft 365 Education plans, so teachers should check with their IT administrator before buying anything personally.

Before class	Recommended check
Accounts	Confirm every student can sign in with the correct school-managed account.
Version	Update devices to compatible Minecraft Education versions.
World	Open and test the exact world before the lesson.
Add-ons	Test in a separate copy before deploying to students.
Network	Verify multiplayer/server access from the classroom network.
Objective	Write the learning goal first, then design the Minecraft task around it.
Assessment	Decide what students will submit: screenshot, build, explanation, reflection, code, or presentation.
Backup	Have a non-Minecraft backup activity in case the network has problems.

Useful official links

Minecraft Education home: <https://education.minecraft.net/en-us/>

Minecraft Education download: <https://education.minecraft.net/en-us/get-started/download>

Minecraft official site: <https://www.minecraft.net/en-us/>

Microsoft Education guidance: <https://learn.microsoft.com/en-us/education/windows/get-minecraft-for-education>

Keep the game secondary to the learning goal

Minecraft Education is most valuable when students must explain, calculate, test, code, collaborate, or reflect—not when the assignment is simply “build something.”

Prepared as a quick companion to a longer Minecraft Education article. Information snapshot: October 2026.