



America 250!

Dear School and District Leaders,

What if your students could design communities, solve real-world challenges, and represent their school in a structured national tournament—all inside an educational Minecraft environment?

Introducing the Esports Minecraft: Build Your Community Program & Tournament, a nationally scalable initiative created exclusively for K–12 schools across the United States.

**This is not recreational gaming.
This is project-based learning with competitive purpose.**



What Is “Build Your Community”?



- Students work in guided teams using Minecraft Education to:
- Design cities, schools, transportation systems, and civic spaces
 - Apply STEM, civics, history, and workforce-readiness concepts
 - Develop communication, leadership, and collaboration skills
 - Present and defend their builds using real-world reasoning

Each season culminates in a structured school-to-school tournament where students showcase their work and problem-solving abilities.

The Tournament Experience (Education-First)

✓ **Judging focuses on educational criteria—not gameplay speed or combat**

✓ **Students represent their school in a positive, academic esports environment**

✓ **Events reinforce sportsmanship, leadership, and accountability**



Schools participate in a regional and national tournament format where:

✓ **Teams compete based on design quality, teamwork, innovation, and planning**

The tournament motivates students to apply classroom learning with purpose and pride.



🎓 Why Schools Nationwide Are Participating



- ✓ **Drives engagement across grade levels**
- ✓ **Reinforces STEM, SEL, and CTE initiatives**
- ✓ **Encourages teamwork and strategic thinking**
- ✓ **Provides a safe, structured esports pathway**
- ✓ **Includes teacher training and implementation support**



No prior esports or Minecraft expertise is required. We provide curriculum alignment, educator training, and tournament coordination.

Built for Equity, Access & Scale

- The program is designed to:**
- **Support urban, suburban, and rural districts**
 - **Engage students of all learning styles**
 - **Offer competitive opportunities without costly infrastructure**
 - **Prepare students for future careers in technology, design, and digital leadership**





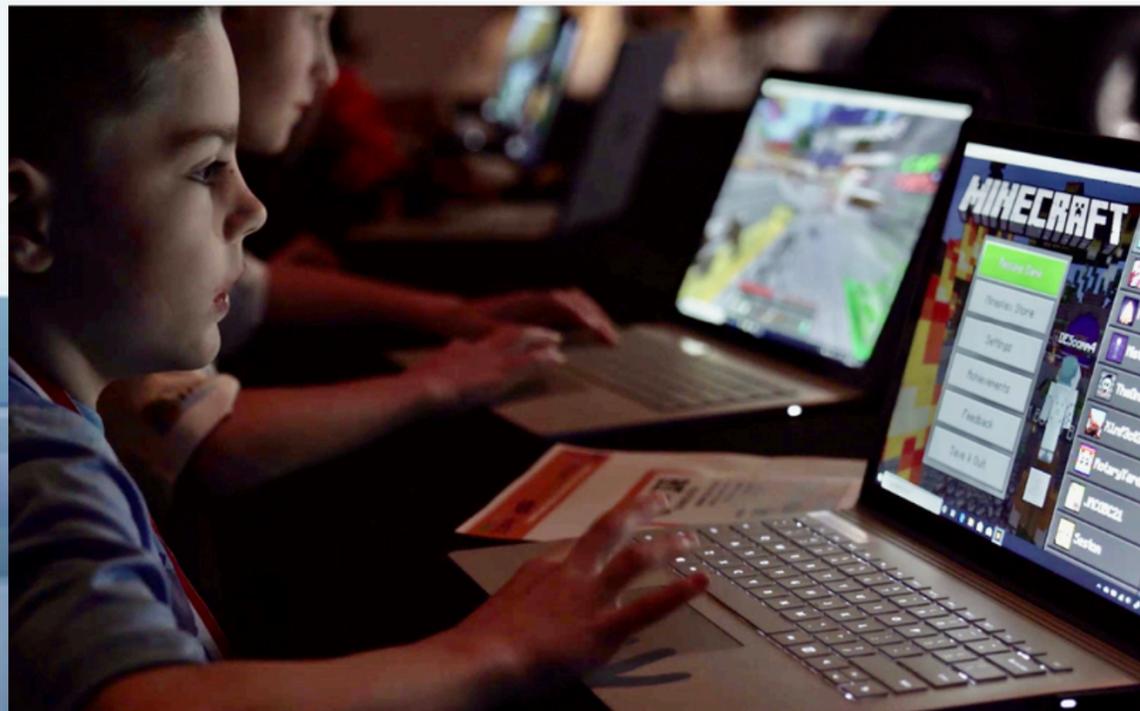
The Outcome

Let's build the future of education—together.

Students don't just play—they build, collaborate, compete, and lead.

Schools gain a future-forward academic program with a national platform and measurable engagement.

We invite your school or district to participate in the Esports Minecraft Build Your Community Program & National Tournament.





HOW IT WORKS (TOURNAMENT FLOW)

1. Grow

Land, crops, resources, sustainability, yield vs. health

2. Handle & Pack

Storage, packaging, quality, food safety choices

3. Cold Chain & Logistics

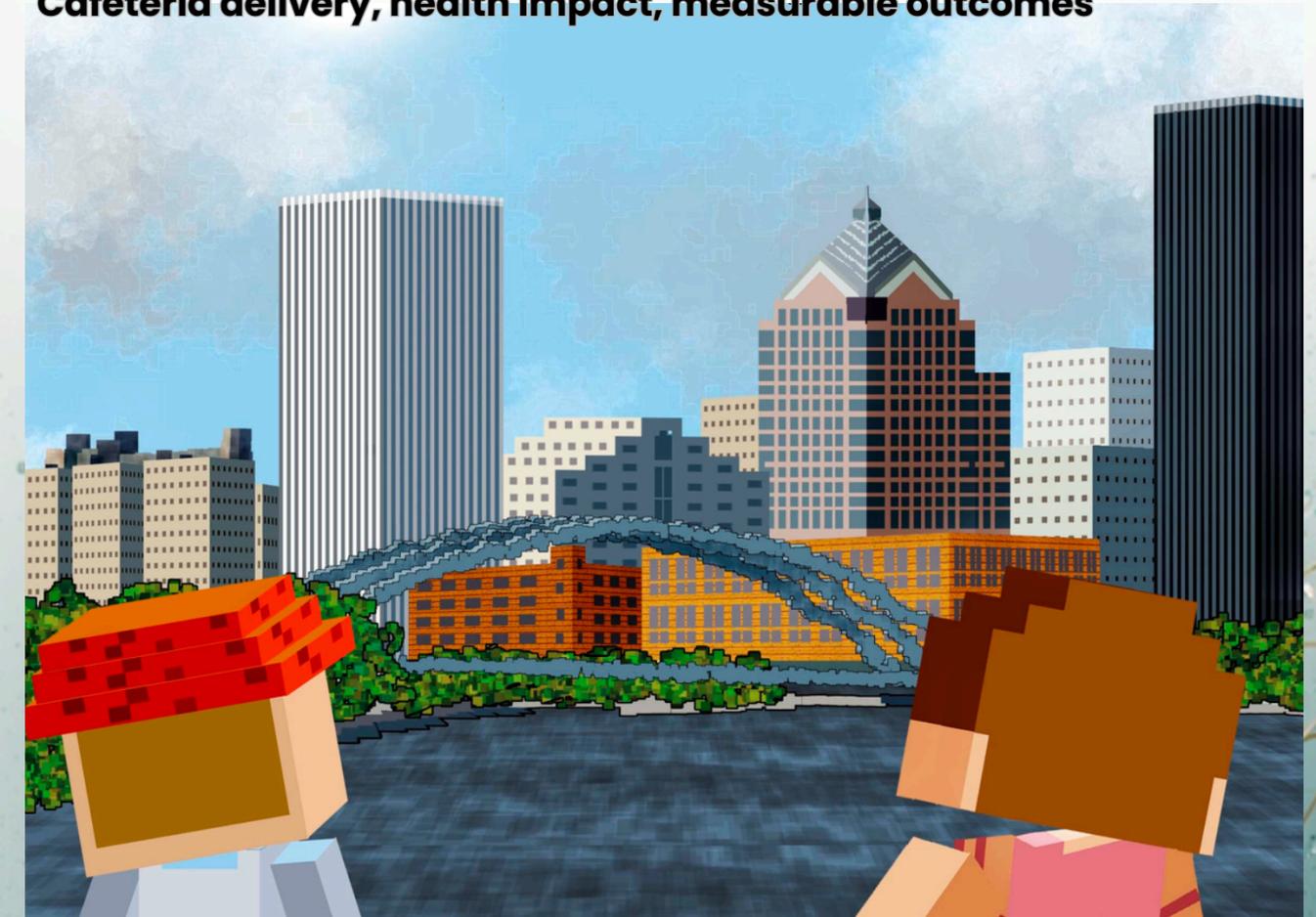
Transportation, speed vs. cost, infrastructure planning

4. Global Distribution

International routes, climate & geography constraints, equity in access

5. Schools & Communities

Cafeteria delivery, health impact, measurable outcomes



FROM GROW TO TABLE

A Minecraft Education Tournament on Food, Health & Global Distribution

Build the system • Learn the system • Feed communities

From Grow to Table is a Minecraft Education school-vs-school tournament where students design and operate a real-world food system – from farming to global distribution and school cafeterias— inside a safe, competitive, curriculum-aligned game environment inspired by real operations.

PROGRAM MECHANICS

- **School-vs-school Minecraft build challenges**
 - **City, regional, and national brackets**
- **Health Score + Efficiency Score leaderboards**
- **Surprise scenarios (delays, demand spikes, climate events)**
- **Winning builds featured in documentary content**

SAFE BY DESIGN

- **Stylized, abstracted systems**
- **No real operational data or trade secrets**
- **Partner review before public release**



LEARNING OUTCOMES

Students learn:

- **Systems thinking & entrepreneurship**
- **Health literacy through gameplay**
- **Supply chain & global distribution fundamentals**
- **Real-world decision-making and accountability**

Aligned with STEM, Health, Business, Economics, and Geography.

WHY IT MATTERS

Health starts before the plate. Students don't just learn how systems work — they build them, run them, and see the impact.



School District Registration



Lori Bajorek

Program Development & Partnerships

Esports Minecraft: Build Your Community

 **Contact us to schedule a district briefing or**

pilot tournament:—

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[Click here for more information to sign up](#)

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NATIONAL ESPORTS ASSOCIATION

