



CIRCULAR

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From: Dr. Omar Seguna – Education Officer Digital Literacy

**To: Directors General
Chief Information Officers
Chairpersons/Chief Executive Officers
Directors/Assistant Directors
Heads College Network
Heads of Schools (State and Non-State)
Education Officers/Heads of Department**

Subject: Minecraft Education Challenge: Malta Competition

Date: 10th November 2025

The Directorate for Digital Literacy and Transversal Skills supports the Malta Digital Innovation Authority (MDIA) in the Minecraft Education Challenge: Malta Competition which is an initiative that combines creativity, coding, and digital storytelling through Minecraft Education Edition. Minecraft is more than a game, it is a platform for learning, teamwork, and problem-solving. Students will use coding and design to imagine a Digital Malta, where technology protects heritage, supports communities, and connects the future.

Competition Categories

Primary Schools (Ages 7–11)

Goal: Digitally recreate a Maltese landmark.

Requirement: Include at least one function automating a simple action.

Lower Secondary (Ages 12–14)

Goal: Modernise a Maltese town or district.

Requirement: Include two interactive systems using functions or conditional logic.

Upper Secondary (Ages 14+)

Goal: Build Digital Malta 2100.

Requirement: Include three interactive systems using functions, conditions, and events.

Key Dates

Registration: 8th October – 23rd November 2025

Submission Deadline: 13th February 2026

Judging: 16th –20th February 2026

Winners Announced: 3rd March 2026



Each team will submit a short video showcasing their creation. This challenge promotes STEM, history, and environmental learning, while fostering creativity, critical thinking, and collaboration. Let's build, code, and imagine Malta's digital future block by block, idea by idea.

Registration

Register via [link](#).

For more information:

<https://www.daigonesports.com/digital-malta>

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Mr. Neil Attard

Director

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