

Build an Educational Game You'd Actually Want to Play.

No coding. Win up to \$500.

Got an idea for a game that teaches something, and that people would actually choose to play? This one is for you.

Here are two numbers worth sitting with:

- 2/3 of licenses for mathematics education get bought and never used.¹
- 49% of people admit they tune out workplace training and just click through to be done with it.²
- Over 90% of students who do use mathematics education software use it less than the time recommended³

We think the fix is simple. Make learning something people want to play. That is the whole idea behind the 2026 Summer Block Party Educational Game Competition.

It runs July 15 to September 15, 2026, with \$2,000 in cash prizes, a certificate for everyone who finishes a game, and some cool in-kind prizes on top.

What can I win?

Two prize tracks, and one completed game gets you into both:

Best Game: \$500 first, \$300 second, \$200 third.

Best Artwork: \$500 first, \$300 second, \$200 third.

Didn't win a cash prize but still made a game we like?

Honorable mention: Your choice of 7 Gen Blocks t-shirt, hat or water bottle, plus recognition on our website and the option to have your game published on our Built with Blocks page.

A completed game is the bar to clear: a splash screen, an intro block, a mini-game block, and an end screen. Want to see what that looks like? Here are games other people have already built: [Built with Blocks](#).

Never built a game before? Good.

You do not need to code. You do not need to have made an educational game. You do not even need to have touched 7 Gen Blocks. We have resources for all of it, from game design to

¹ Baker, R. S. & Gowda, S. M. (2018). Towards understanding app effectiveness and cost. http://pages.brightbytes.net/LOSnapappInfographic_LOCalculatorLP.html?utm_source=Snapapp&utm_campaign=LOReportInfographicadv

² <https://www.corporatecomplianceinsights.com/2021-compliance-training-engagement/> "Our survey of professionals in U.S. finance and insurance organizations with over 1,000 employees found that 15 percent of respondents say they clicked through mandatory compliance training without listening or reading, while 34 percent say they only skim-read the content and tuned in or out of the audio. Also, a hair under half of the respondents (49 percent) skip-read or didn't listen to their mandatory compliance training in detail."

³ Brasiel, S., Martin, T., Jeong S., Lawanto, K., Ames, C., Yuan, M. (2016). Achievement Impacts from a K-12 Mathematics Technology Scale-Up Statewide. *Proceedings of Society for Information Technology & Teacher Education International Conference*, (pp. 2790-2795). Savannah, GA, USA: Association for the Advancement of Computing in Education (AACE). <https://www.learntechlib.org/primary/p/172088/>

teaching to building with blocks. And just for registering, we will hand you 50% more blocks than the free demo, 12 in total, and you can reuse any block as many times as you want.

What should my game teach?

Anything. Paste in a Common Core math standard, a Next Gen Science Standard, or go niche with something like “the traditional roles of Ojibwe clans” or “how to allocate expenses in a federal grant budget.” Your call.

A few ground rules

- English or Spanish.
- 18 or older. Younger builders, hang tight, we will run one for you after the school year starts.
- Residents of the United States or Canada, excluding Quebec.
- Use only assets you have the right to use: your own work, purchased assets, or public domain.
- AI is welcome while you build, just tell us where and how you used it. One exception: the Best Artwork prize is for human-made art only.
- By entering, entrants consent to 7 Generation Games linking to and featuring their game on the Built with Blocks page and in blog posts, videos, and other promotion of the Contest and the gallery.
- Keep it work and school friendly. No violence, sex, nudity, or hate speech. If you would not let your kid, your mom, or your boss play it, do not submit it.
- Up to three games each. Submit more and we will judge your last three.

How games are scored

- Engagement, is it fun, do players want to finish: 40%
- Educational content, how much a player would actually learn: 30%
- Creativity and innovation: 20%
- Commercial potential, would people buy it: 10%

How artwork is scored

- Creativity: 50%
- Artistic rendering: 50%
- Plus a 5% bonus for art that teaches, like a labeled plant or a map.

Who is judging?

Artwork gets reviewed by leading artists in the game industry. Games get experienced developers, designers, and gamers. And here is the part we love: if you build a game for nine-year-olds, an actual nine-year-old will play it.

Ready?

The window is real, and it closes September 15, 2026. Register, grab your 12 blocks, and start building. We are rooting for you, and we cannot wait to play what you make.