

MS - Coding in Minecraft - Introductory

Introduction to Minecraft 1.00

1 Navigating the Minecraft environment 1.01

2 Creating/Importing a Minecraft world 1.02

Explore digital citizenship. 2.0

1 Develop a set of rules for using an online collaborative platform. 2.01

2 Create a list of behaviors which make a responsible digital citizen. 2.02

Develop an understanding of a coding language. 3.0

1 Develop an understanding of how to use code to build in Minecraft and develop a relationship with 'Agent.' 3.01

2 Code Agent to navigate through a maze. 3.02

Create a program for a given task using sequential steps. 4.0

1 Program Agent to place and break blocks. 4.01

2 Design and create a code (including a loop) to build a structure. 4.02

Work within a budget to complete a given task. 5.0

1 Collaborate on a community build challenge to build a street. 5.01

Modify an existing program to solve errors and predict if a program will fail. 6.0

1 Reflect on the debugging process. 6.01

2 Identify and fix a number of different errors in MakeCode blocks. 6.02

Project 7.0

1 Apply developed coding skills to create a collaborative build of another island containing structures. 7.01