

# 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