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Lesson One: Are you a responsible Minecraft user?

In this lesson you created a list of behaviours which you think make a responsible digital citizen. From this list you then created a set of rules for using a collaborative platform.

As a group you agreed a way to display the rules in your Minecraft world, e.g. signs, NPC linking to a Word Online document etc.

Please paste your evidence (photograph / screen capture) in the box below...*this can be expanded to accommodate more images.*

(P1.1)

Lesson Two: Where's Agent?

In this lesson you started to control Agent through Code Connection, making Agent move forwards, back, turn to the right and move up, in a series of linked steps and directions.

You also created a maze for a classmates Agent to walk through and in turn you had navigate your Agent through a maze.

Please paste your evidence (photograph / screen capture) in the box below...*this can be expanded to accommodate more images.*

(P1.2)

Lesson Three: Agent Build

In this lesson you began to programme Agent to place and destroy blocks in a sequence of steps.

Then you programmed Agent to build a 3D structure. You may have used loops to repeat more than one instruction and used more than one type of block.

Please paste your evidence (photograph / screen capture) in the box below...*this can be expanded to accommodate more images.*

1. **Screenshot of code**
2. **Photograph of the structure**
3. **An explanation of the process**

(P1.3)

Lesson Four: Build a Booth

In this lesson you created a program to build a ticket booth for the Music World.

In doing so you created a detailed plan which included which blocks to be used, the

design, and the budget to work to.

Please paste your evidence (photograph / screen capture / data files) in the box below...*this can be expanded to accommodate more images etc.*

- 1. Screenshot of code used to build the ticket booth**
- 2. Photograph of the built ticket booth**
- 3. Copy of spreadsheets showing the expenditure on the build of the ticket booth**

(P1.3)

Lesson Five: Debug Island

In this lesson you solved a series of challenges through examining, discussing and debugging code.

You also created a Sway and added this to the Minecraft Music World.

Please paste the link to your Sway in box below.

You can also include any other evidence (photograph / screen capture) in the box below too...*this can be expanded to accommodate more images.*

(P1.4 & P1.5)

Lesson Six: Earn your coding certificate

In this lesson you built music inspired structures/ items for PowerPoint island by drawing on what you have learnt on the last five lessons.

You had to capture evidence of your music themed structures, using the camera tool in Minecraft or screen capture. The captured was then to be used in a PowerPoint presentation to present your ideas.

Please paste your PowerPoint or a link to it in box below.

You can also include any other evidence (photograph / screen capture) in the box below too...*this can be expanded to accommodate more images*

(P1.3 & P1.4)

This section is to be completed by your teacher.

Please place a tick in the appropriate boxes where you have witnessed the student demonstrate completion of the Learning Objectives.

Learning Objective	Completed
P1.1) Develop a set of rules for using an online collaborative platform	☐
P1.2) Develop an understanding of coding language.	☐
P1.3) Create a program for a given task using sequential steps	☐
P1.4) Modify an existing program to solve errors and predict if a program will fail	☐

P1.5) Reflect on the debugging process in an age-appropriate way



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