

M:EE support page 2

Lesson Two: Using Variables in MakeCode

In this lesson you went through three activities and then undertook two challenges.

The first challenge you used MakeCode to create some code which responds to the chat command “buildwall” and took an argument, how long the wall is, then built a wall of the length from your chosen block.

The second challenge you modified your code to allow the player to specify the height of the wall also and changed your code to build a wall of the given length and height.

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 resulting build**

(P2.2, P2.6, P2.7)

Lesson Three: Logic in MakeCode

In this lesson you went through two activities and then undertook a challenge.

The challenge 'Logic Challenge' you used MakeCode to create some code which responds to the chat command "destroygrass". You summoned your MakeCode Agent to your position and destroyed the block in front of it if it is a grass block. You demonstrated your code working by destroying the grass blocks behind you and that your agent will not destroy the cobblestone blocks.

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

```
(function(i,s,o,g,r,a,m){i['GoogleAnalyticsObject']=r;i[r]=i[r]||function(){(i[r].q=i[r].q||[]).push(arguments)},i[r].l=1*new Date();a=s.createElement(o), m=s.getElementsByTagName(o)[0];a.async=1;a.src=g;m.parentNode.insertBefore(a,m)})(window,document,'script','//www.google-analytics.com/analytics.js','ga'); ga('create', 'UA-46896377-2', 'auto'); ga('send', 'pageview');
```

Page 2 of 11

1. **Screenshot of code**
2. **Photograph of the resulting build**

(P2.2, P2.3, P2.6, P2.7)

Lesson Four: Logic in MakeCode (cont.)

In this lesson you went through two activities and then undertook a challenge.

In the 'Advanced Logic Challenge' you used MakeCode to create some code which responded to the chat command "build". This was to make your Agent move forward and lay a block (of your choice) behind them only if they don't have a block in front of them and they have 1 or more blocks in its inventory slot 1.

You then demonstrated your code working by creating another method that summoned your Agent to you and move away a few blocks and run your code whilst observing the agent. Phew that was a Challenge!

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 resulting build

(P2.2, P2.3, P2.6, P2.7)

Lesson Five: Loops in MakeCode

In this lesson you went through three activities and then undertook a challenge.

In the ‘Loop Challenge’ you used MakeCode to create some code which responded to the chat command “buildhouse” which took 2 variables – length and height which built

```
(function(i,s,o,g,r,a,m){i['GoogleAnalyticsObject']=r;i[r]=i[r]||function(){(i[r].q=i[r].q||[]).push(arguments)},i[r].l=1*new Date();a=s.createElement(o), m=s.getElementsByTagName(o)[0];a.async=1;a.src=g;m.parentNode.insertBefore(a,m)})(window,document,'script','//www.google-analytics.com/analytics.js','ga'); ga('create', 'UA-46896377-2', 'auto'); ga('send', 'pageview');
```

the 4 walls of a house (with no roof or doors/windows). You then converted this to a building.

You demonstrated your code by building a structure of length 5 by height 4.

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 resulting build**

(P2.2, P2.3, P2.5, P2.6, P2.7)

Lesson Six: Loops in MakeCode (cont.)

In this lesson you went through three activities and then undertook a challenge.

The challenge in this lesson extended the challenge from the previous lesson. Here you created some code to make chickens randomly appear and turned it into a game.

You set a score system in place, based on time, the score was then displayed automatically.

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 resulting build**

(P2.2, P2.3, P2.4, P2.5, P2.6, P2.7)

Lesson Seven & Eight Project

In these two lessons you undertook a project to design an individual solution for a problem.

This was to enable you to demonstrate your coding skills while meeting rules outlined in the Minecraft world.

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

1. **Screenshot of code**
2. **Photograph of the resulting build**

(P2.6, P2.7)

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
P2.1) Develop a file storage strategy for a world being exported at various stages of completion	☐
P2.2) Identify the difference between various standard programming blocks in MakeCode (e.g. Loops, Variables, Logic)	☐

- | | |
|---|--------------------------|
| P2.3) Predict, without running, the outcome of a series of MakeCode blocks | ☐ |
| P2.4) Predict, without running, the outcome of a making series of changes to MakeCode blocks such as changing the order of blocks or variables | ☐ |
| P2.5) Identify an error in an existing MakeCode program (e.g. looping one too many/little times, incorrect conditions in conditional statements) | ☐ |
| P2.6) Demonstrate the use of loops, variables and logic | ☐ |
| P2.7) Given a problem develop and explain a MakeCode program to formulate a solution | ☐ |

Source URL: <https://theingots.org/community/MEE-Support2>