

Coding Practice

Lesson 6 – Expert Coding in Minecraft with JavaScript

1. What is intellectual property?
2. What is plagiarism?
3. What are some legal ways to use materials created by others?
4. What must you do when using someone else's work?
5. What are some examples of ways that computing innovations raise legal and ethical concerns?

In Game Assessment References:

**For Activity Assessments, students will build the code completely on their own. They need to press C at the activity area and create a new project. When complete, they will save their MakeCode file and upload it to the portal for grading.

Activity Assessment 1:

Create a code that has the agent build a 5x5 cube where each level is a different block type. Level 1 should be gold, Level 2 should be Light Blue Concrete, Level 3 should be diamond, Level 4 should be Smooth Stone, and Level 5 should be a glass block. When the agent begins to build each level, have the player say what level they are building and what material they are using.

Final Assessment – Game

For the final assessment, you will be given a code to import into MakeCode. This code is for a mini-game. They will be given this information about the game:

This game is intended to do the following:

When 2 chickens are killed, a pig is spawned and the agent builds 1 level of a 7x7 square and the player will say what level the agent just built.

When 3 pigs are killed, a sheep is spawned and the agent builds another level and the player says the level.

When 1 sheep is killed, the agent builds another level.

When the agent builds 3 levels, you win.