

Minecraft Introduction & Guide



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A screenshot from the game Minecraft showing a landscape with a body of water on the left, a grassy bank with several trees, and a clear blue sky. The terrain is composed of various blocks, including grass, dirt, and water. The text "What is Minecraft" is overlaid in a pixelated font.

What is Minecraft

What is Minecraft?

Minecraft is a video game where the world is made of blocks and these blocks can be mined, placed, or used to craft other blocks (hence mine-craft). Minecraft is considered a sandbox game which is a genre of video games that provide tools for players to realise their imagination, similar to how children use sandboxes/sandpits to create fantastical structures and sculptures.

A Minecraft landscape featuring a body of water on the left, a grassy shoreline, and a series of terraced hills on the right. Several large, pixelated trees with green foliage and brown trunks are scattered across the hills. The sky is a clear, light blue. The text "Installing Minecraft" is overlaid in a white, pixelated font across the middle of the image.

Installing Minecraft

Installing Minecraft


- The following instructions are for Windows 10 devices. Some steps may be different if you are using an alternative operating system.
- To install Minecraft go to <https://www.minecraft.net/en-us/download/> and click on the download button (as shown on the next slide).
- This will download an installer than you can click on to install Minecraft. Follow the on-screen instructions, accepting each option as you progress. You may need Admin permission to complete the installation.

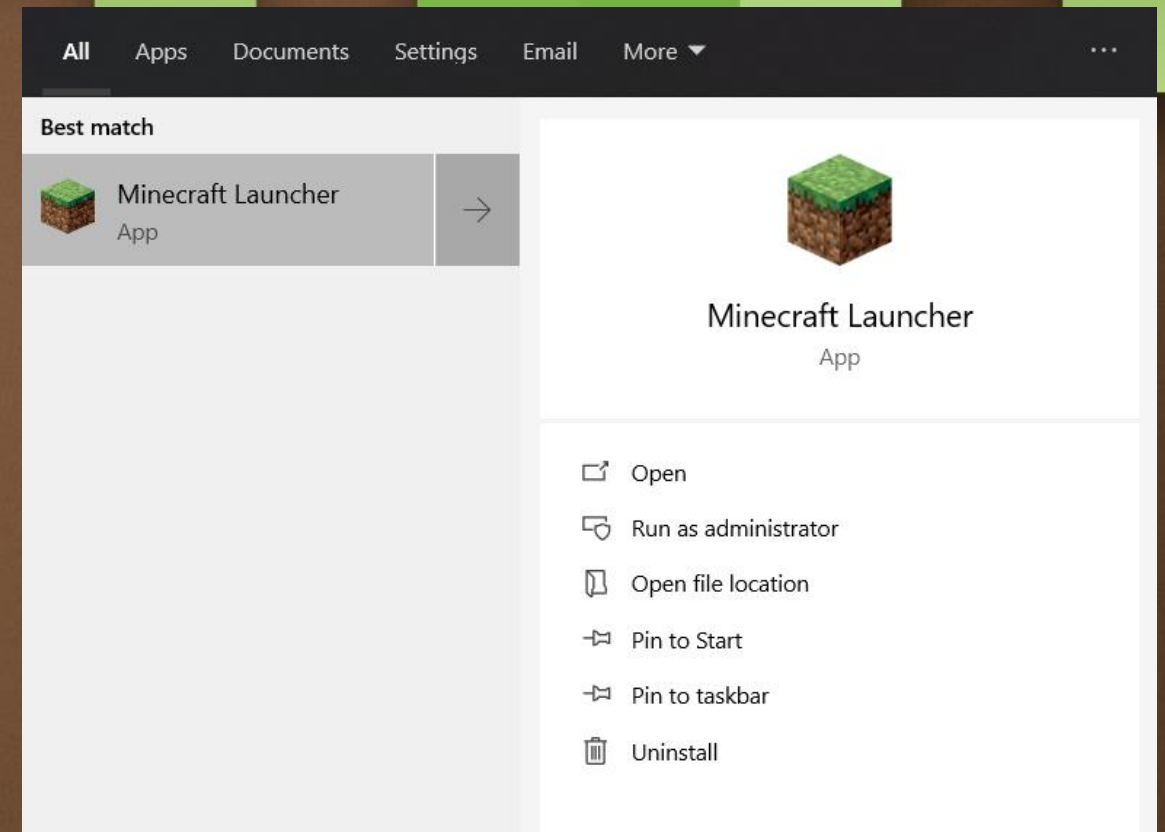


A Minecraft-style landscape featuring a body of water on the left, a series of terraced hills in the center, and several large, blocky trees on the right. The terrain is composed of green grass blocks and brown dirt blocks. The sky is a clear, light blue. The text "First Time Setup" is overlaid in a white, pixelated font across the middle of the image.

First Time Setup

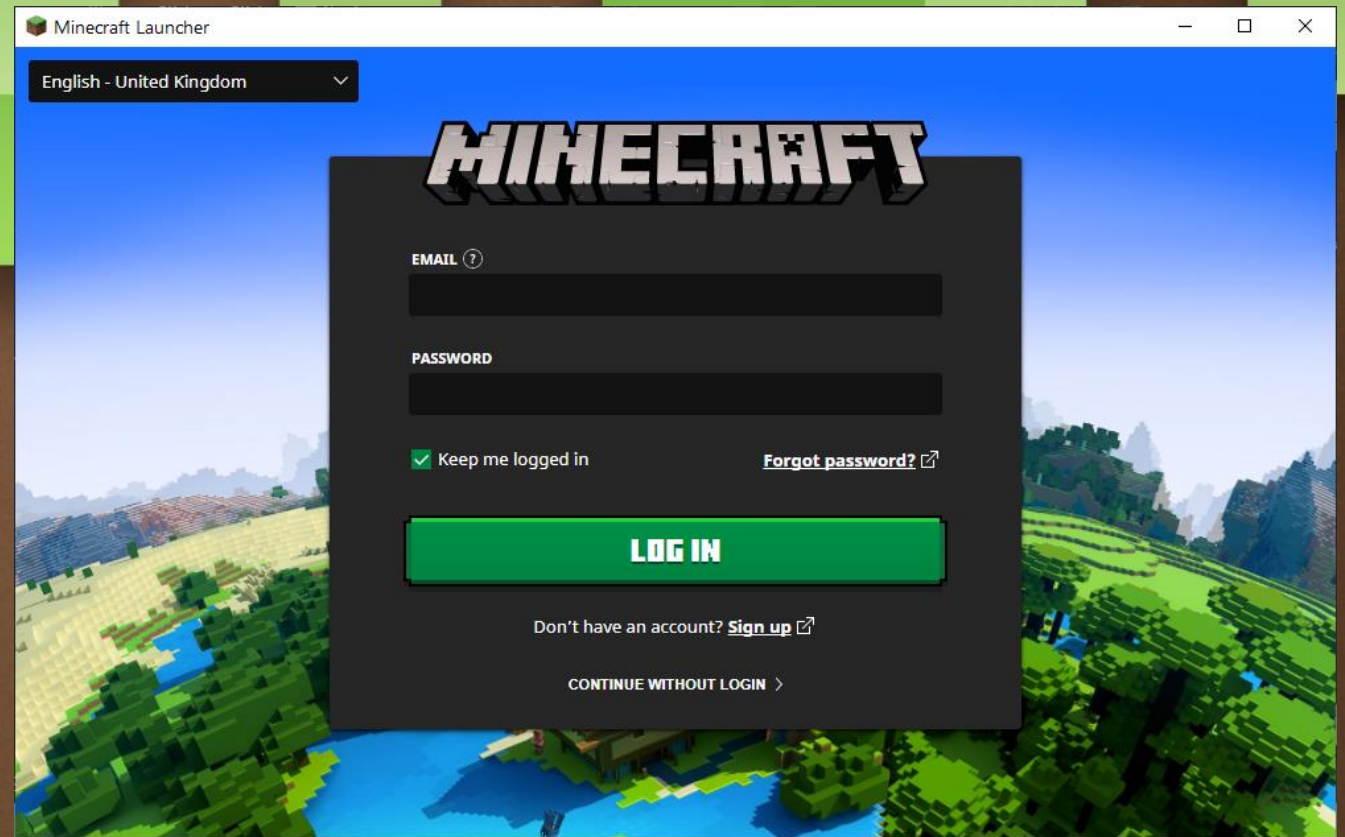
Launching Minecraft

- Once you have installed Minecraft you should be able to launch an application called 'Minecraft Launcher'.
- If you are unable to find this application press the windows key  and type 'Minecraft'. You should see the app appear similar to the image on the right.



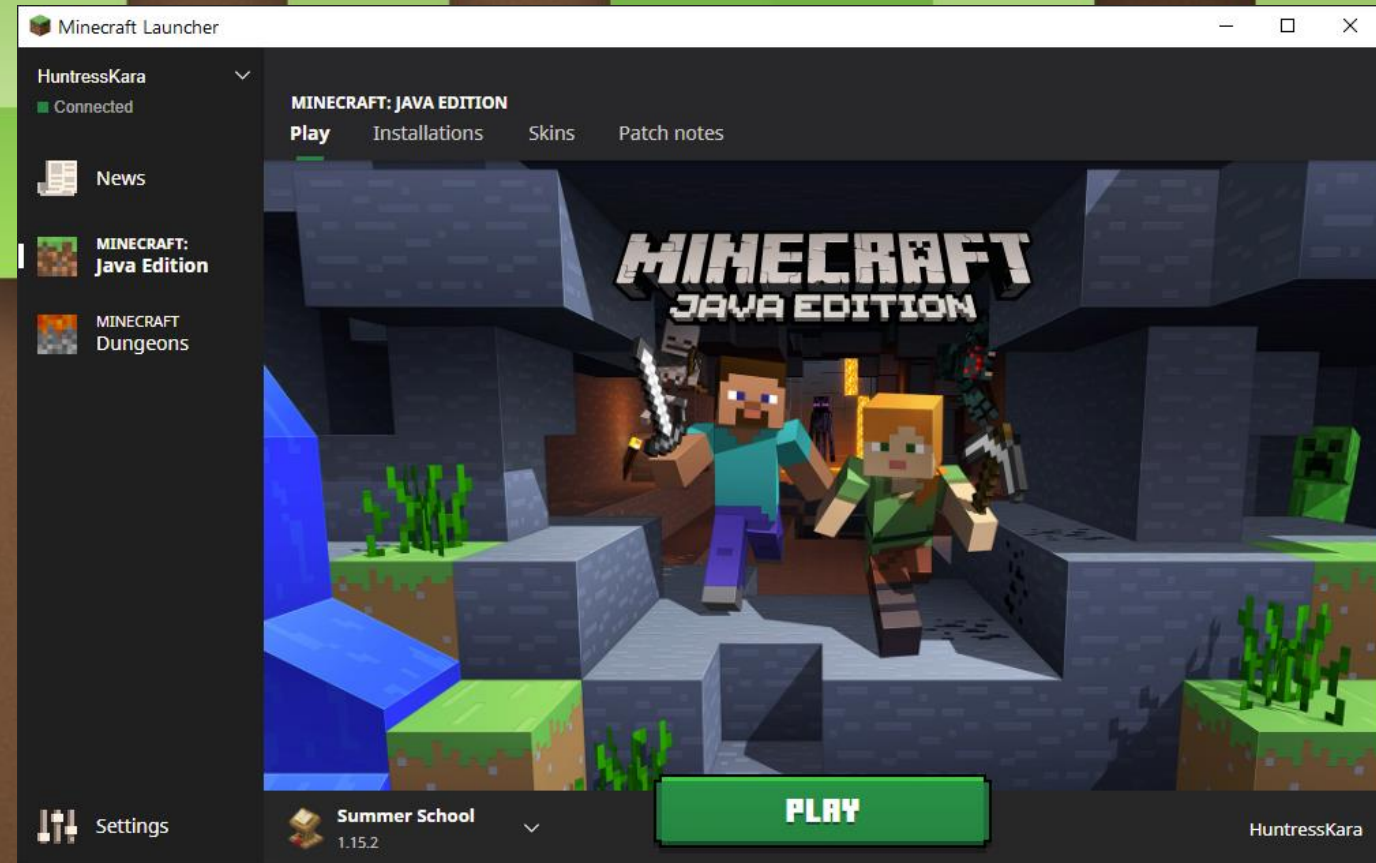
First Time Setup

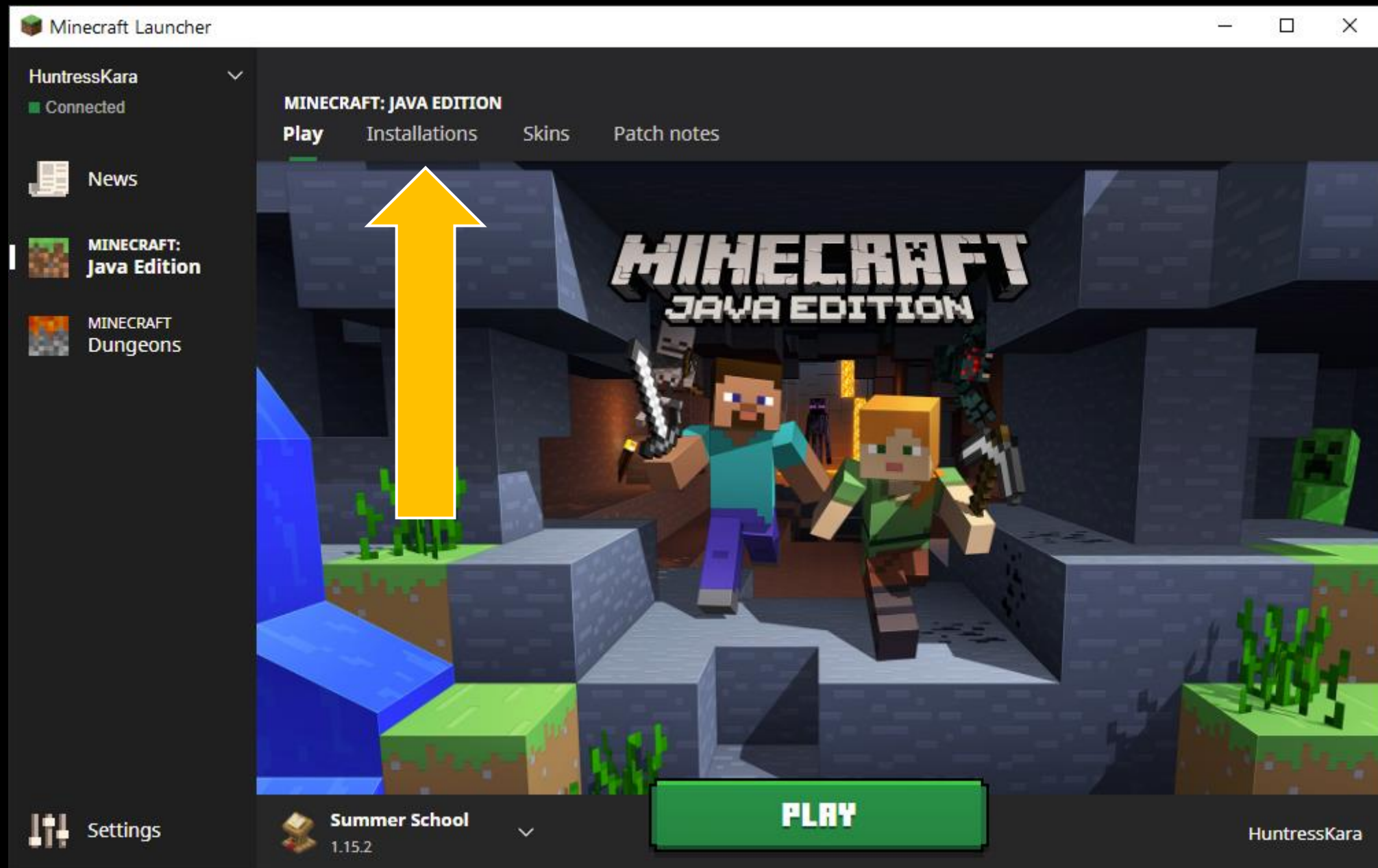
- Once you have launched the application, you will be asked to log in as shown in the image on the right.
- Enter your details and press the 'LOG IN' button.

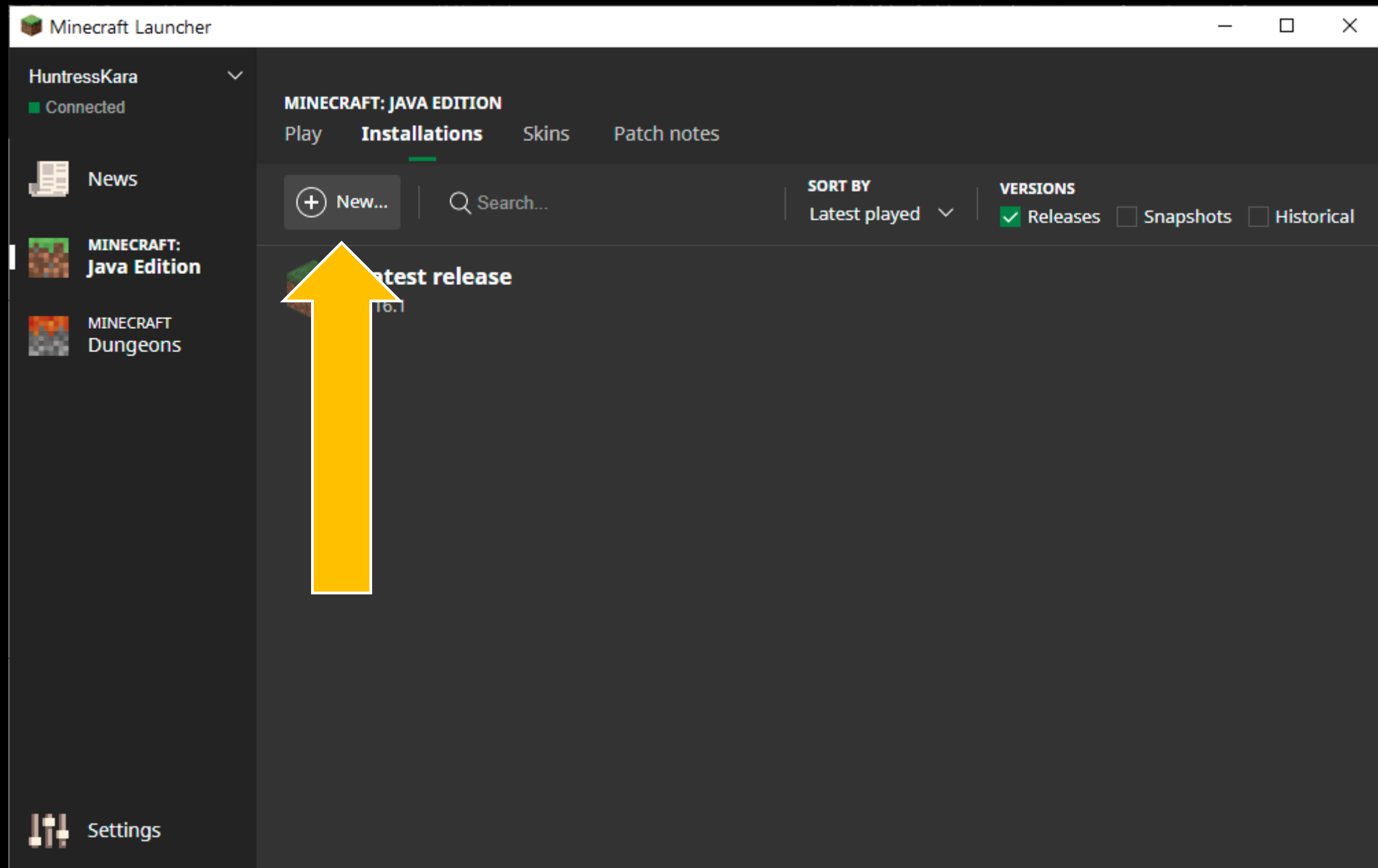


First Time Setup

- Once logged in, you should see a window similar to the one on the right.
- Click the 'Installations' tab and then click on '+ New...' as shown in the following slides.

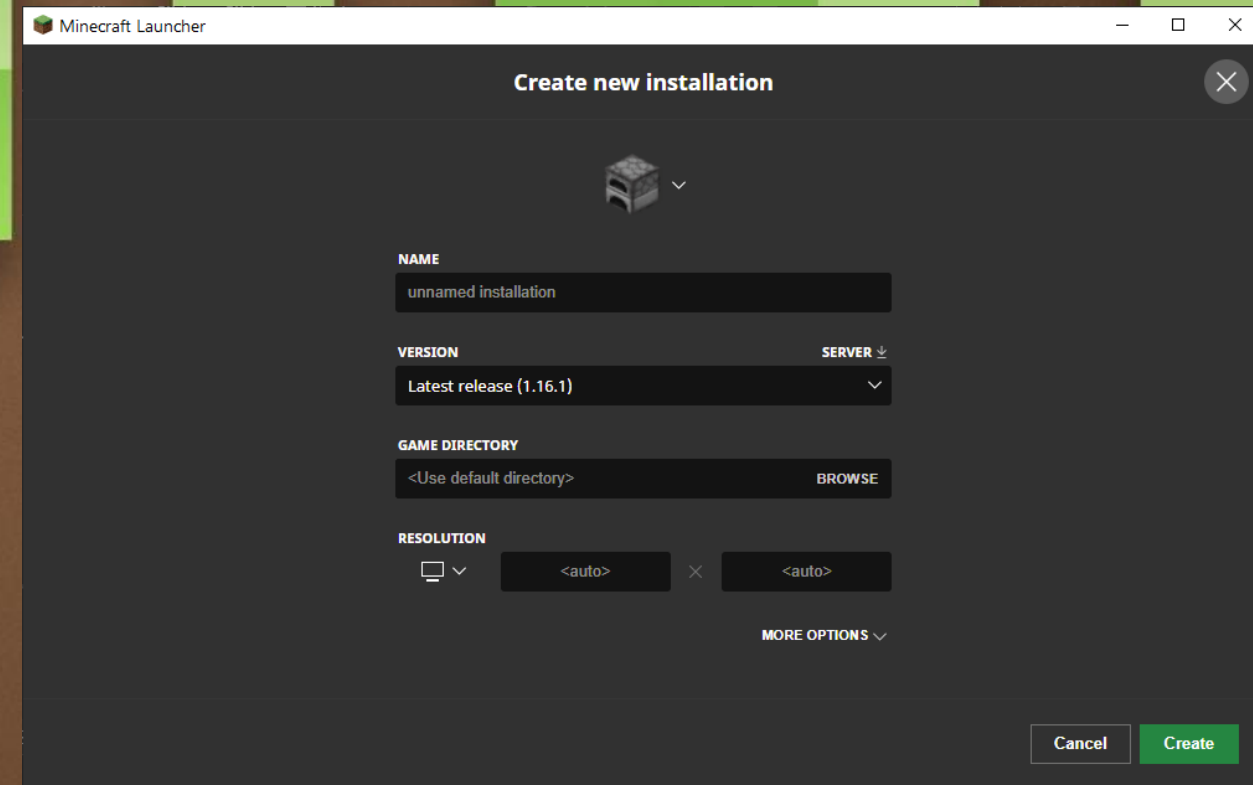






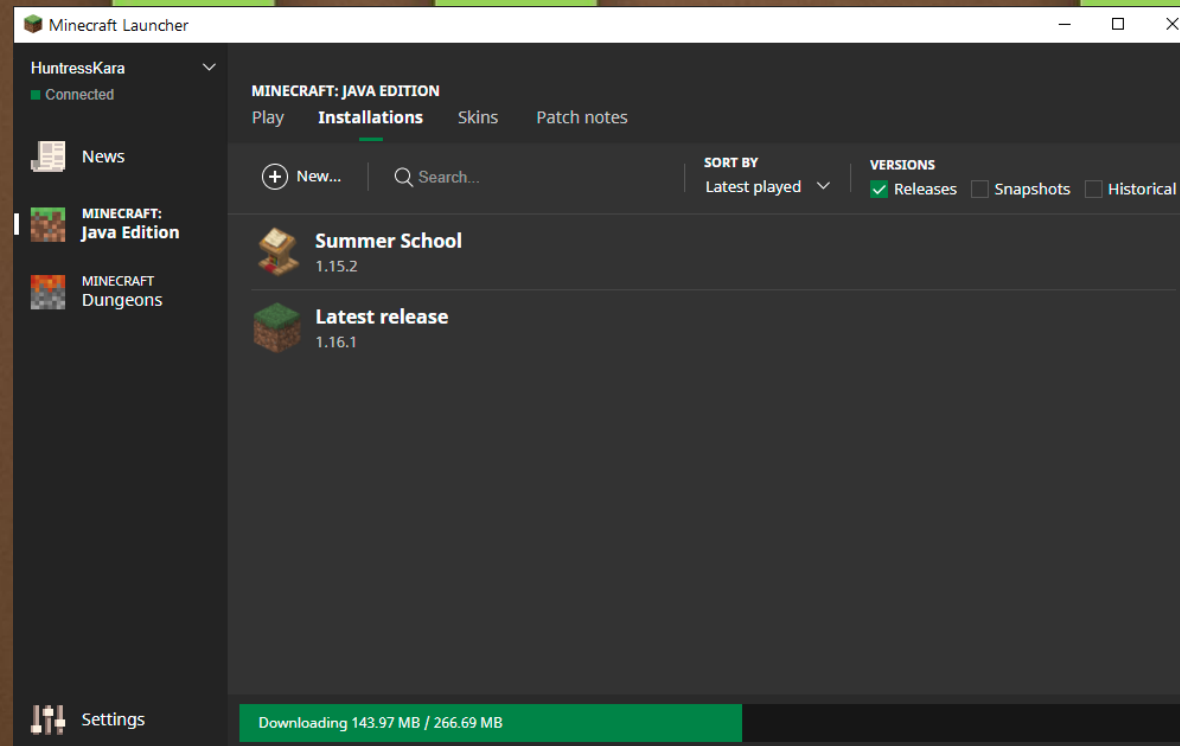
First Time Setup

- You should now see a window similar to the one on the right.
- Change the version from 'Latest release' to 'release 1.15.2'.
- If you want you can change the name of your installation using the name field.
- Next click the green 'Create' button in the bottom right.



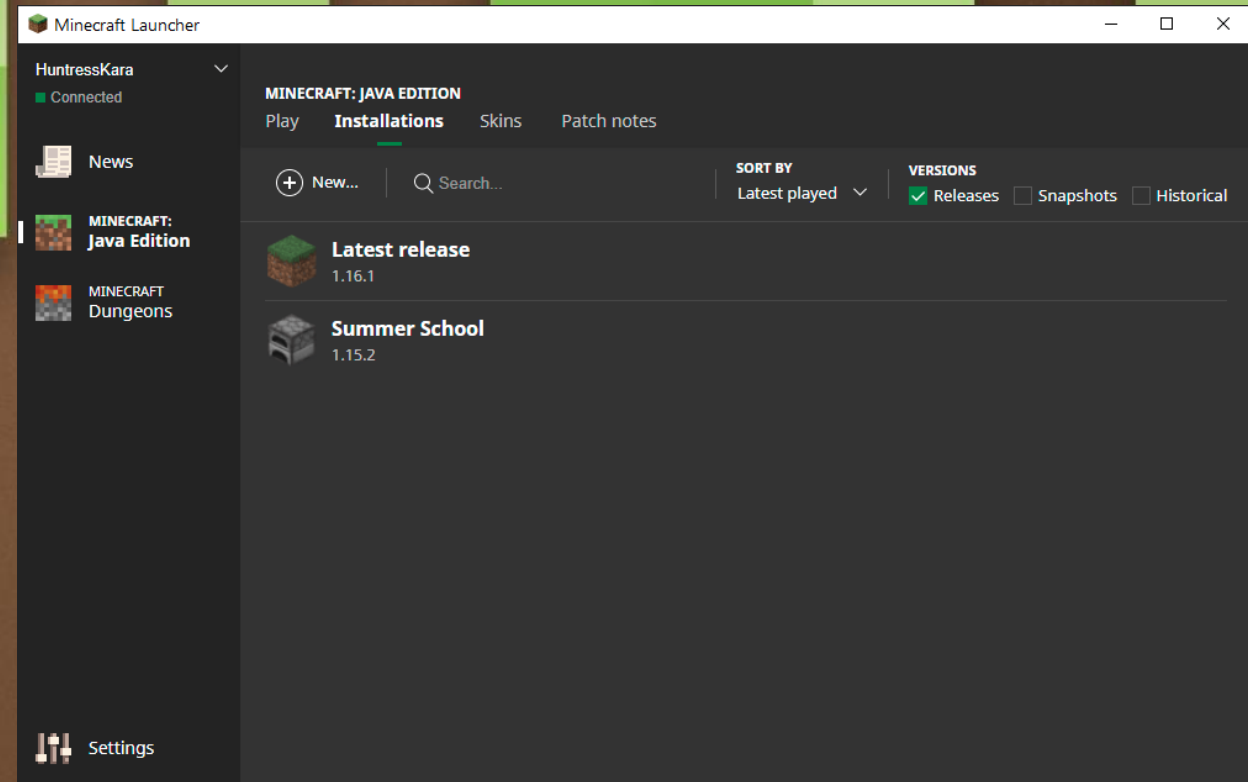
First Time Setup

- Now you need to wait for the new installation to download.



First Time Setup

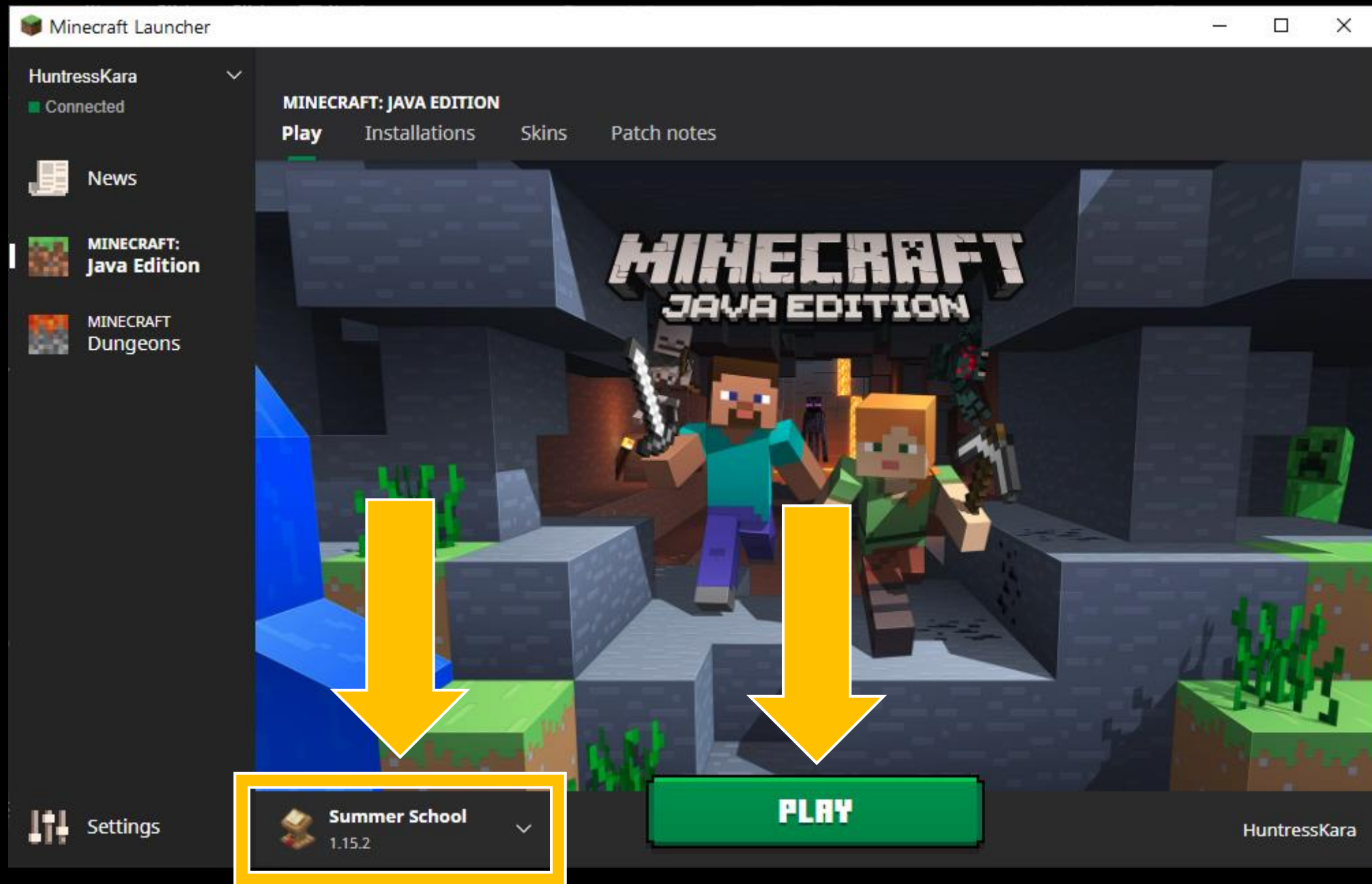
- Once your installation is downloaded, you should see a window similar to the one on the right.
- Hovering over the installation will bring up a green 'Play' button.
- Click on this button to start Minecraft.



Re-Opening Minecraft

- Once you have completed your first time setup you should not need to repeat the process.
- Instead, begin with opening the launcher as shown on slide 9.
- You should see a window similar to the one shown on the next slide (you may need to log in first before you see this window).
- Check the installation (shown in the bottom left hand corner) is the correct installation*.
- Click on the green 'Play' button.

** If the correct installation is not shown you should be able to click on the 'Installations' tab and find the correct one. Hover over it and press the 'Play' button as shown in slide 16. If the correct installation does not appear repeat the steps from slide 11 onwards.*



First Time Setup

- Once you click play you should see a window similar to the one on the right.
- You can click on the 'Options...' button to change the game settings such as turning the music off and changing the control scheme, and more.
- You can click on the person button right of the 'Quit Game' button to access accessibility options such as showing subtitles, turning narrator on, and more.



A pixelated landscape from a game like Minecraft. In the foreground, there's a body of water reflecting the sky. To the right, a series of grassy, brown-cliffed terraces or hills rise up. Several pixelated trees with green foliage and brown trunks are scattered across the landscape, some on the hills and others near the water. The sky is a clear, light blue.

Creating A World

Creating A World

- From the Minecraft main menu, shown on the right hand side, select 'Singleplayer' to start creating a world.
- On the next window select 'Create New World' in the bottom right.



Creating a World

- From the Create New World window (see next slide) you have a number of options for customising your world.
- First, you can name your world in the text box below 'World Name'.
- Second, you can select the game mode with the choices being 'Creative', 'Survival', and 'Hardcore'.
- In Creative mode you can create structures to your hearts content with any combination of blocks.
- In Survival mode you must first mine a block before you can place that block. Blocks you can place will be limited to the blocks you have mined. Additionally, in Survival there may be enemies who can kill you and destroy your creations.
- Hardcore mode is a harder version of survival mode.
- Finally, you can access the 'More World Options' menu to further customise your world.

Create New World

World Name

Example World

Will be saved in: Example World

Game Mode: Creative

Unlimited resources, free flying and
destroy blocks instantly

More World Options...

Create New World

Cancel

Creating a World

- For the purposes of this guide we will be using a Creative world.
- Once you have set the options for your world select 'Create New World' in the bottom left of the windows.
- It will take a few seconds for Minecraft to construct your world.
- Once this has finished you see a window similar to the one on the next slide.
- Your world **should** look different to the one shown as Minecraft randomly creates a 'unique' world for you.



Controls

A pixelated landscape featuring a dark, reflective body of water on the left. A grassy bank with brown soil edges rises from the water. Several blocky trees with green foliage and brown trunks are scattered across the bank. The sky is a clear, light blue.

Controls - Movement

- To move around the world use the 'W', 'A', 'S', and 'D' keys on your keyboard.
- W will move your character forward
- A will move your character left
- S will move your character backwards
- D will move your character right
- Try moving around your world and see what you can find!

Controls - Movement

- You can look around the world by moving your mouse.
- You can also press the space bar to jump.
- See if there any hills you can climb using the jump mechanic to get a better look at your world!

Controls - Mining

- You can mine a block by clicking the left mouse button.
- Your character will continue to mine for as long as you click the left mouse button and there is a block within range (up to 6 blocks away from your character).
- Try and mine something close to you such as a tree.

Controls - Building

- To build something we first need to add a block from the inventory.
- You can do this by opening the inventory menu with the 'E' key on your keyboard.
- Select a block from the menu by clicking on it with the left mouse button.
- Once you have selected a block move the cursor to one of the blank slots towards the bottom of the inventory menu and press the left mouse button again to add the block to this menu.
- Now press the 'E' key again to exit the inventory.

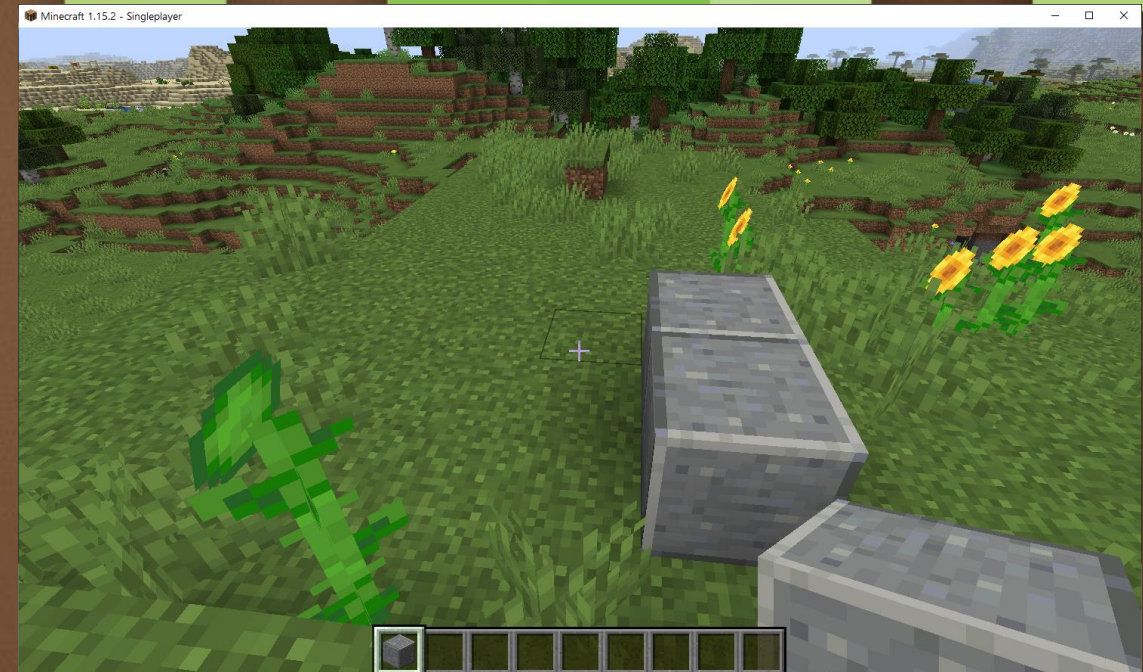


Controls - Building

- Adding a block to the bottom menu as described on the previous screen places the block in your 'Quick Select Menu' (QSM).
- Your QSM consists of up to 9 blocks/items that you can quickly access whilst playing the game.
- To access a block or item in your QSM press the numerical key associated with the block/items position in the menu.
- For example, press '1' for the item in the leftmost position of your QSM or '9' for the item in the rightmost position.

Basic Controls - Building

- Once you have selected a block from your QSM using a numerical key, your character should be holding the block as shown in the image on the right.
- Once your character is holding a block you can place that block by pressing the right mouse button.



Controls – Building

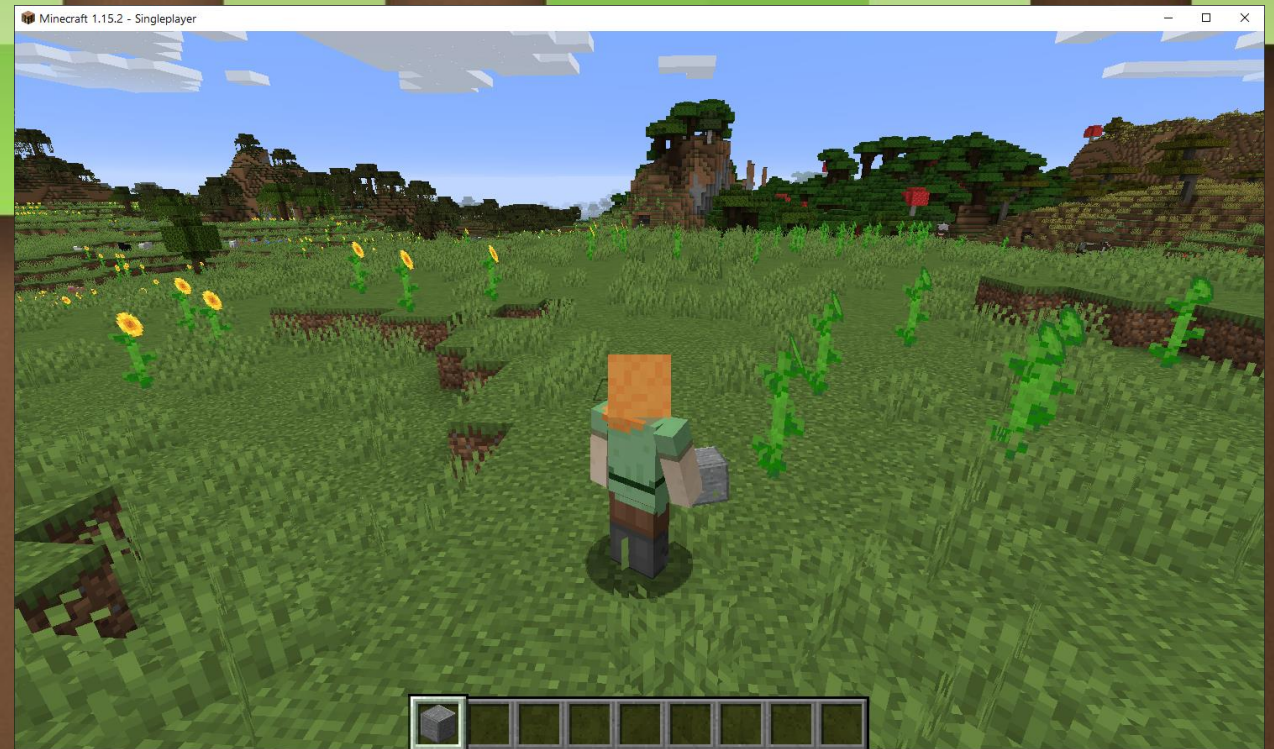
- You can hold the right mouse button to continue to place blocks so long as the target location is in range and unobstructed.
- You can combine movement with block placing to continually place blocks.
- Experiment with different blocks from the inventory menu and the other controls you have learned so far to see what you can make.

Controls - Sprinting

- You can sprint by quickly pressing 'W' twice in a row and holding 'W' on the second press.
- Whilst sprinting you can move the mouse to change directions.
- So long as you keep the 'W' key pressed you can jump whilst sprinting by also pressing the space bar.

Controls – Changing Perspective

- You can change perspective in the game by pressing 'F5'.
- This will allow you to see your character in 3rd person as shown in the image on the right.
- Pressing 'F5' again will switch to front-facing 3rd person perspective.
- Pressing 'F5' again will switch back to the original 1st person perspective.



Controls – Exiting the Game

- To exit the game press the 'ESC' key (escape key) on your keyboard.
- This will bring up the Game Menu from where you can view statistics, change the game's options, and more.
- To exit the game press the 'Save and Quit to Title' button at the bottom of the screen (see next slide).
- *For multiplayer games the button is 'Disconnect' instead of 'Save and Quit to Title'.*
- Once you have returned to the main menu you can click on the 'Quit Game' button at the bottom right of the screen to close the game.

Game Menu

Back to Game

Advancements

Statistics

Give Feedback

Report Bugs

Options...

Open to LAN

Save and Quit to Title



Basic Blocks



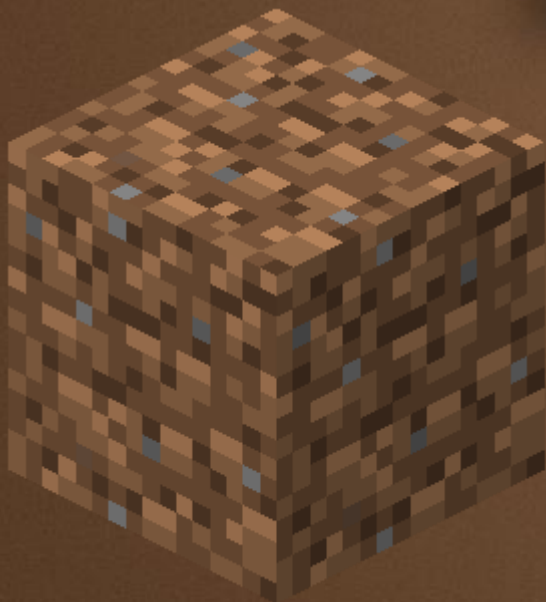
Basic Blocks – Building Blocks

- Most of the blocks in the 'Building Blocks' section of the inventory function the same as each other in Creative mode*, differing only in visual appearance.
- There are however, a few exceptions, discussed over the next few slides.

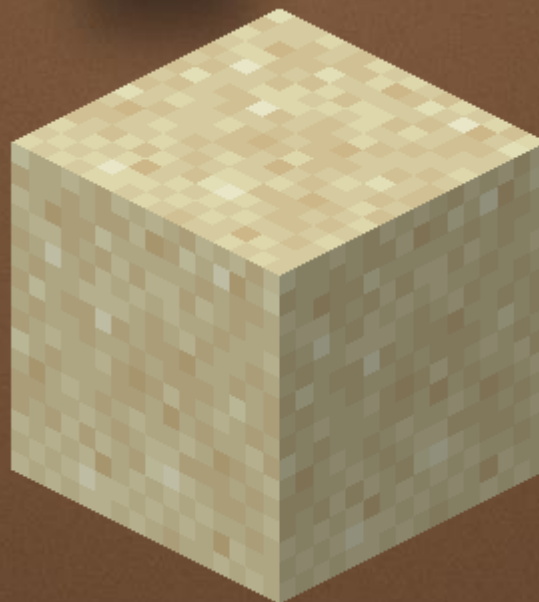
** In Survival and Hardcore mode blocks have a range of properties such as durability, time to mine etc.*

Basic Blocks - Gravity

- Some blocks such as dirt, sand, and gravel can only be placed directly on top of another block or they will fall to the floor. This is not the case for most blocks.



Dirt Block



Sand Block



Gravel Block

Basic Blocks - Slabs

- Slabs are variants of most blocks that are half their height.
- Slabs can be useful in creating certain structures and achieving certain ascetics.



Oak Plank



Birch Slab

Basic Blocks - Stairs

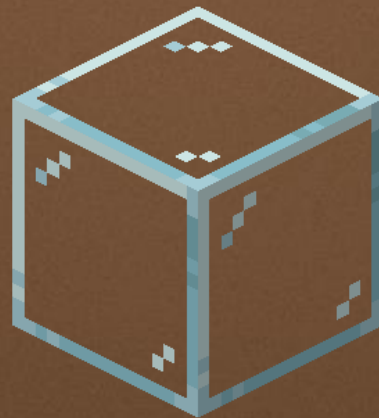
- In order to walk on top of most blocks your character needs to jump on top of these blocks.
- To avoid jumping you can place stair blocks that your character can walk up.



Oak Stairs

Basic Blocks - Glass

- Glass Blocks are unique blocks that are transparent, and thus let light through.
- Just as you (probably) wouldn't want to live in a house with no windows, it's a good idea to include windows in buildings you create by using Glass Blocks.



Glass Block

A Minecraft-style landscape featuring a body of water on the left, a grassy cliff on the right, and several trees in the center. The text "Decoration Blocks" is overlaid in the center.

Decoration Blocks

Decoration Blocks

- Decoration Blocks can help add creative flair to your designs.
- You can access Decoration Blocks from the Inventory Menu and selecting the second tab from the top-left as shown in the image on the right.



Decoration Blocks - Torch

- Torches are special items that can be placed on top of or on the side of other blocks.
- Once placed, a torch will light the surrounding area.
- Torches are great for exploring dark places or lighting buildings during the night.



Torch

Decoration Blocks - Chests

- Chests are special blocks that allow you to store items in them.
- Once placed in the world you can access a chest by right clicking when looking at the chest.



Chest

Decoration Blocks - Ladders

- Ladders are special items that can be placed on the side of blocks.
- Once placed ladders can be climbed by walking up to them and pressing 'W'.



Ladder

Decoration Blocks - Signs

- Signs are special items that can be placed on top of or on the side of other blocks.
- Once you place a sign, a menu will open that will allow you to customise the text on the sign.
- If you notice that you made a mistake after closing the text editor, you can destroy the sign by clicking the left mouse button and then replace the sign with a new one.



Decoration Blocks - Beds

- Beds are special blocks that you can use to go to sleep to in the game.
- To go to sleep right click when facing a bed.
- You can only go to sleep during the night.



Bed

Other Blocks - Doors

- Doors are special blocks that you can open and close.
- To open or close a door, face it and press the right mouse button.



Oak Door

Finding Blocks

- We've just scratched the surface of all the blocks that are in Minecraft.
- Explore as many of the remaining blocks as you can and see if any of them do anything special!
- If you are looking for a specific block you can click on the top-right-most tab of the inventory to access a search menu as shown in the image on the right.



The background is a Minecraft End dimension scene. It features several tall, dark blue pillars (Ender Pearls) floating in a dark purple sky with small white stars. In the center, there is a large, complex structure made of dark grey and black blocks, with some glowing pink particles around it. A small, dark, winged creature (Ender Dragon) is visible in the background. The ground is a flat, light green surface.

The End

If you have any questions feel free to ask Student Ambassadors or Members of Staff.