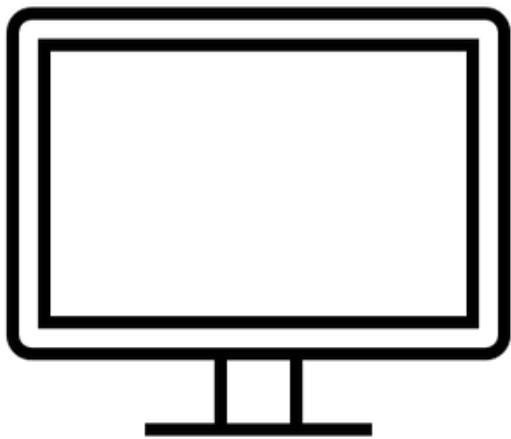
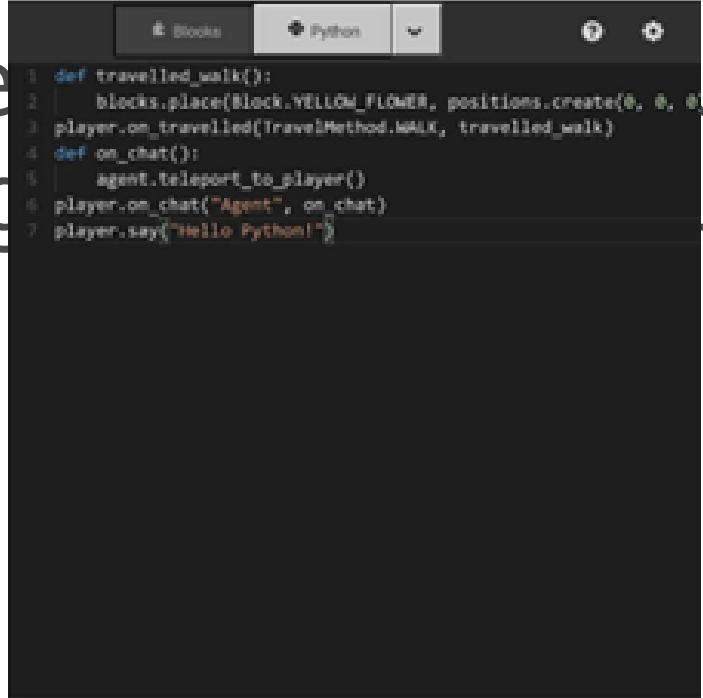


WHAT WE WILL LEARN TODAY?

- I will explain that there are various computer programming languages.
- I will learn and apply the coding concept of algorithms.
- I will effectively use Minecraft Python command syntax structure.
- I will embrace and demonstrate a coding mindset.

IMPORTANT VOCABULARY

There are some important things for us to understand before we begin playing- let's review some concepts first!

Algorithm	Python	Syntax
a list of commands that a computer reads and carries out in order 	a text-based computer program 	a set of rules that are used to create the programming language structure player.say("hi")

GOAL FOR THE DAY



Welcome!

Today, you need to help a software development company called CodingMine.

They need assistance in finding and fixing all of the bugs in the software they create. You will be responsible for using the correct syntax and finding and correcting errors in other existing pieces of code.

SYNTAX FOR PYTHON

What is syntax?

Syntax is a set of rules that are used to create the programming language structure. A programmer or software developer must follow this structure to make their code run correctly.

Syntax is like the grammar used to create structures for our sentences in our written language.

The player says, “Hi!”.



SYNTAX FOR PYTHON

Parentheses ()	Quotes ""
<p>Parentheses are used in a variety of situations in Minecraft Python. After the command name, there is a pair of parentheses. The parenthesis can have parameters placed in them to set the command's settings, to make the command do exactly what is wanted.</p> <p><code>player.say()</code></p>	<p>Quotes are used in Minecraft Python to define a string. Any characters between the quotes will be seen by Python as text.</p> <p><code>player.say("welcome")</code></p>

WELCOME

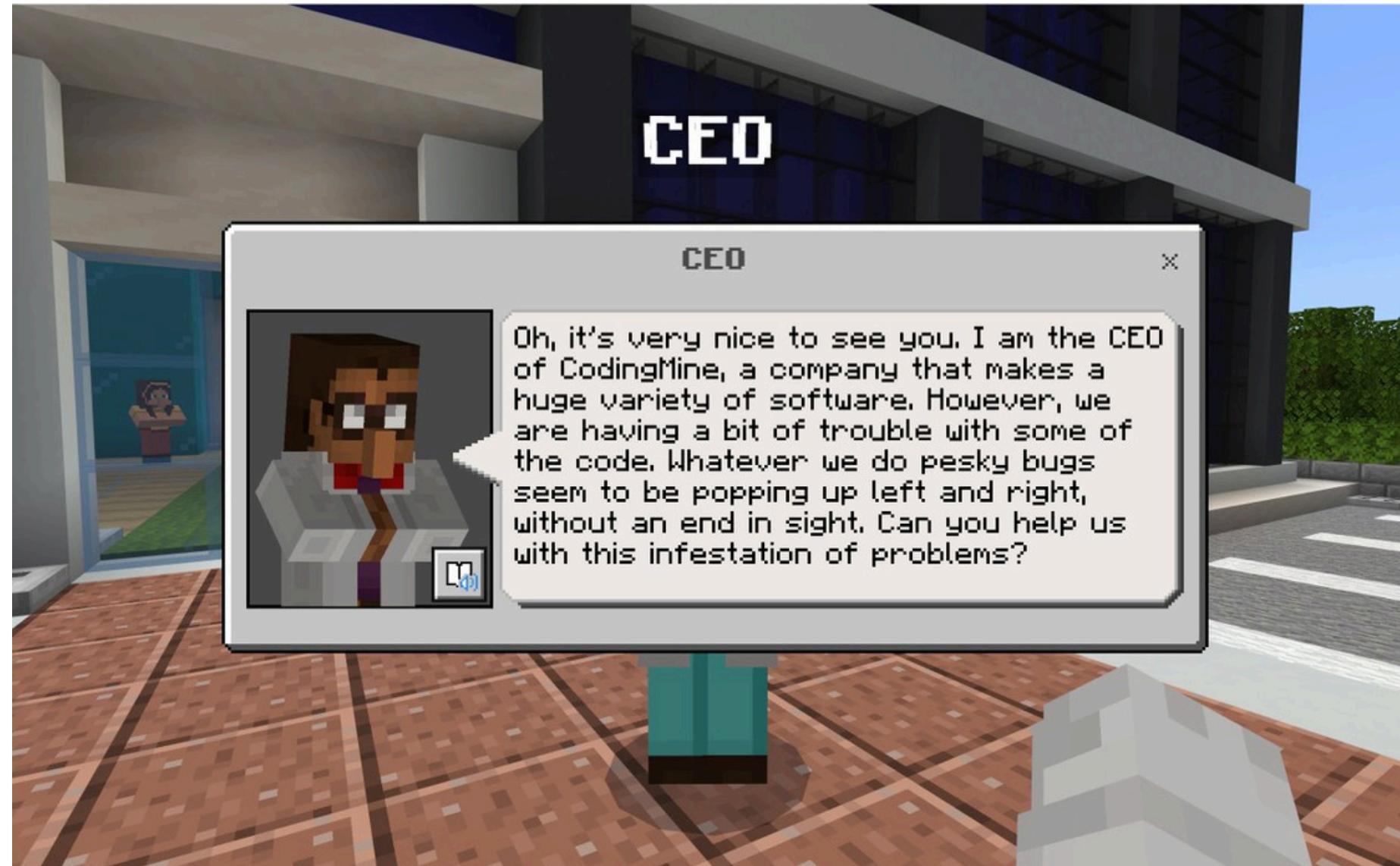


This is your spawn point,
the location where you
begin game play.

TALK TO THE CEO



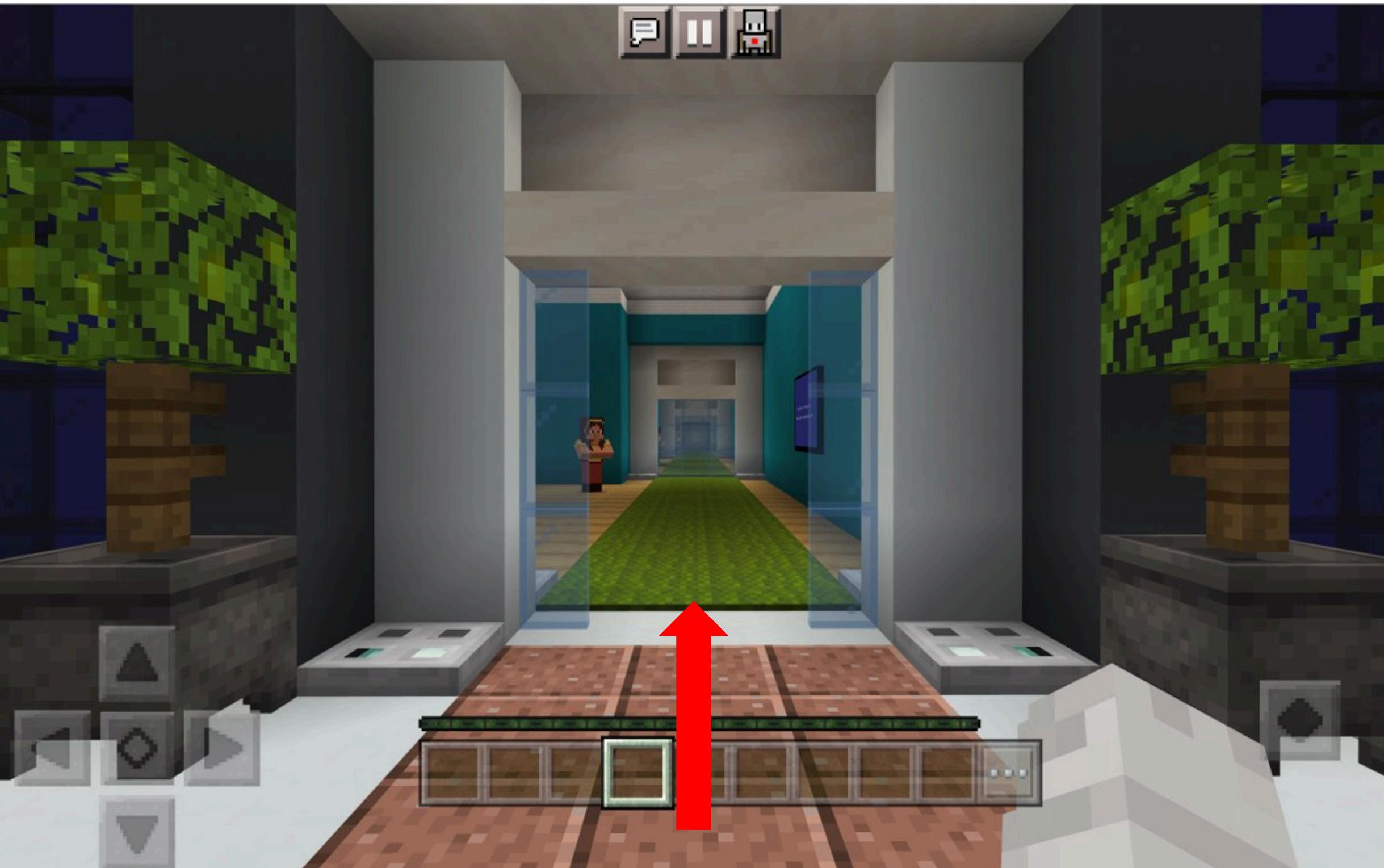
TALK TO THE CEO



This is the pop-up screen we will see on our screen.

After you have read the message, click on the “X” in the top right corner to continue game play.

WALK INTO THE ROOM TO BEGIN



ACTIVITY #1



Our first activity requires us to figure out which one of the commands on the computer monitors is written correctly.

There are 4 computer monitors to check.

TALK TO THE DEVELOPER



This is the pop-up screen we will see on our screen.

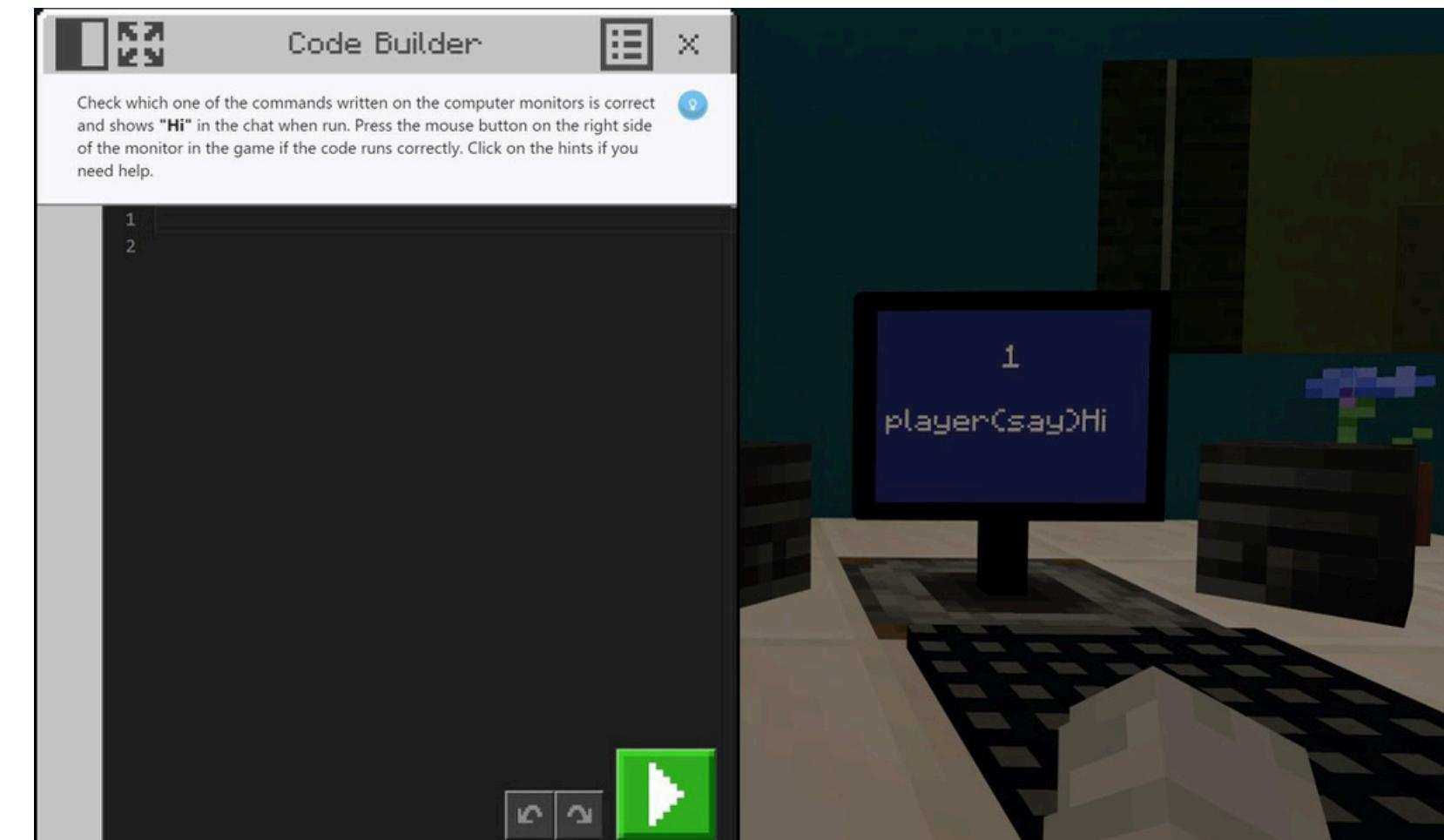
After you have read the message, click on the “X” in the top right corner to continue game play.

CHECK COMPUTER #1

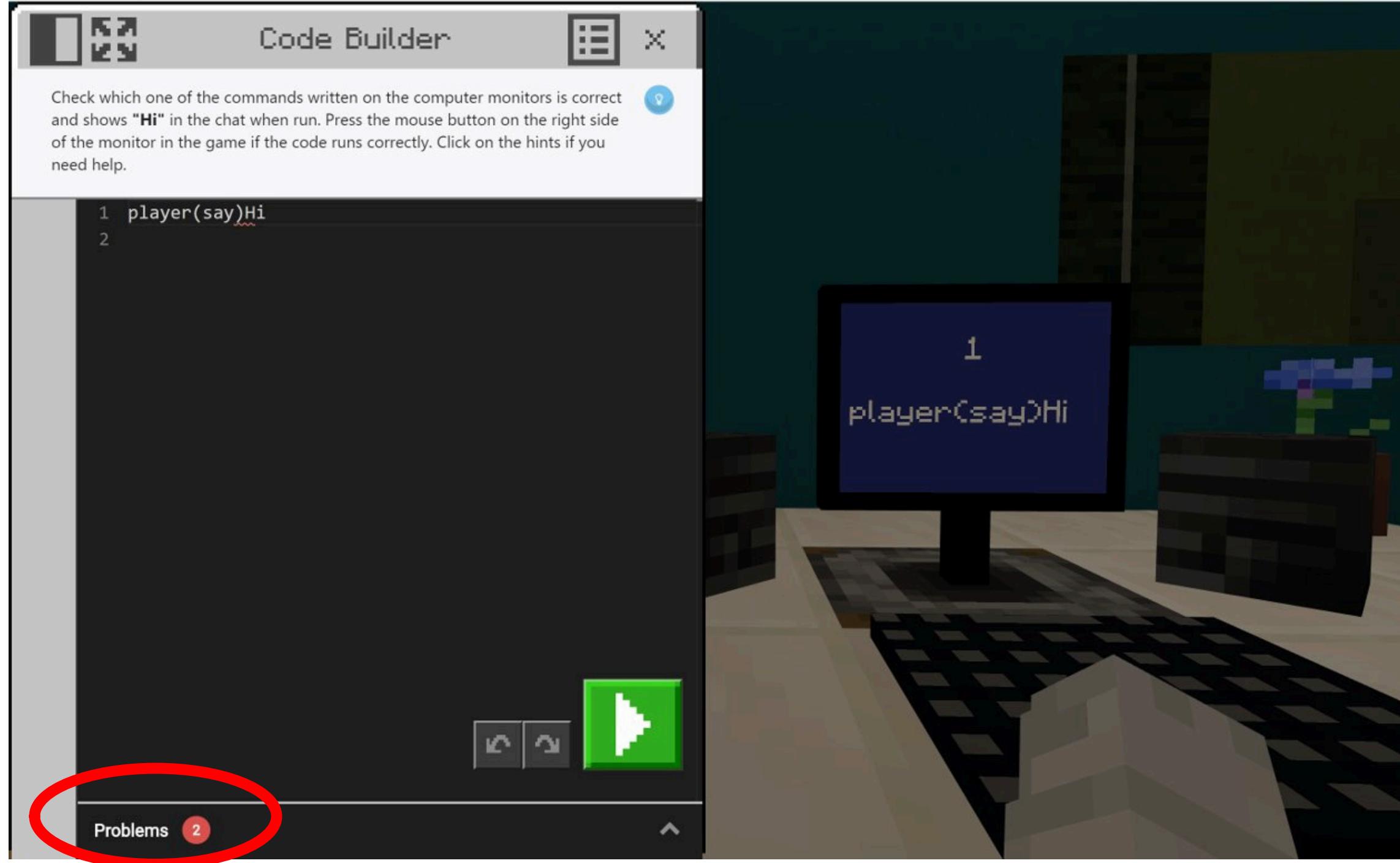
To check the commands, open Code Builder by pressing “C”.

Then type in the exact command shown on the monitor.

It is helpful if you split your screen instead of keeping Code Builder in full screen mode so you can ensure you are typing the command exactly as shown.



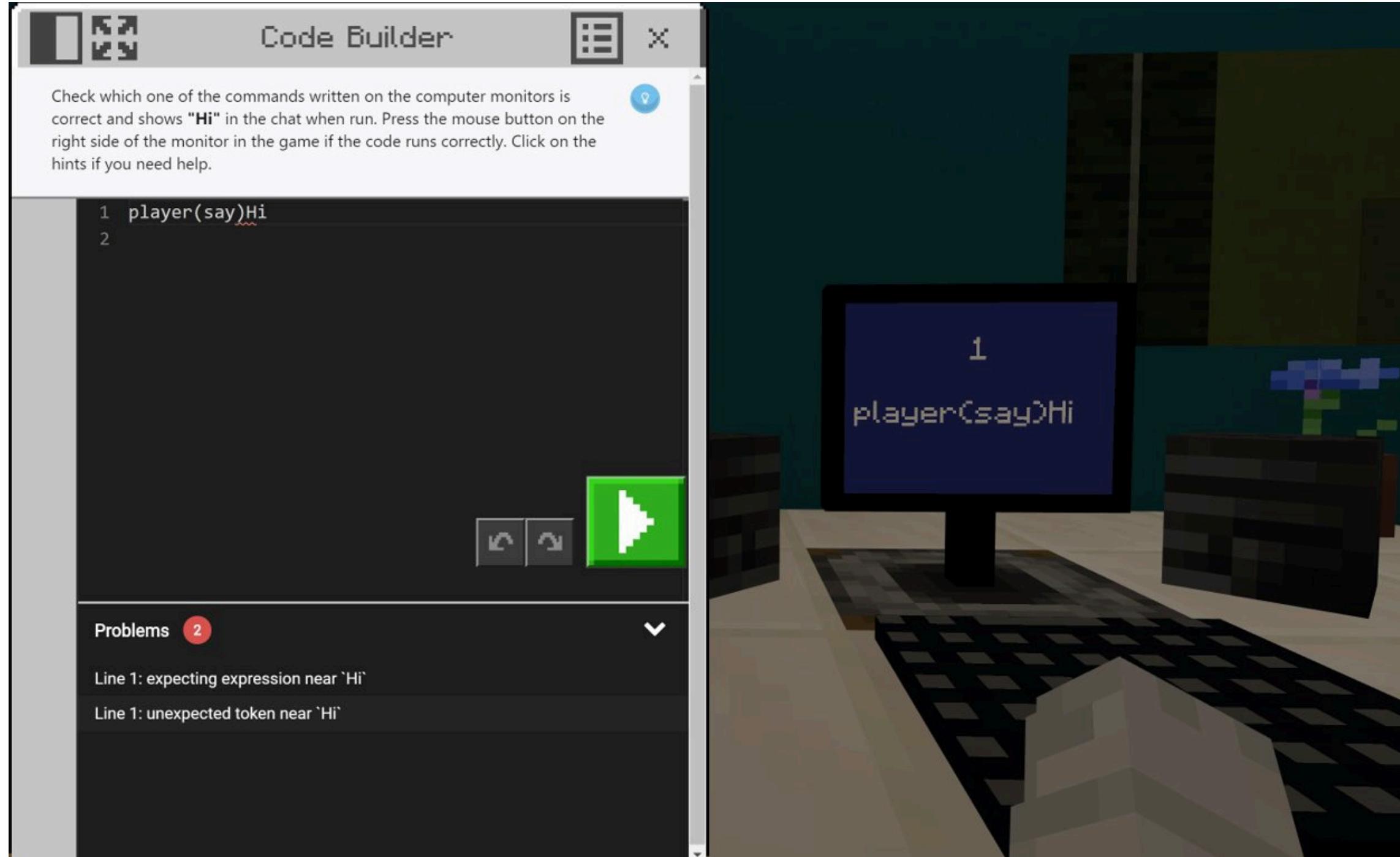
THINGS TO LOOK FOR...



Is this command
correct?

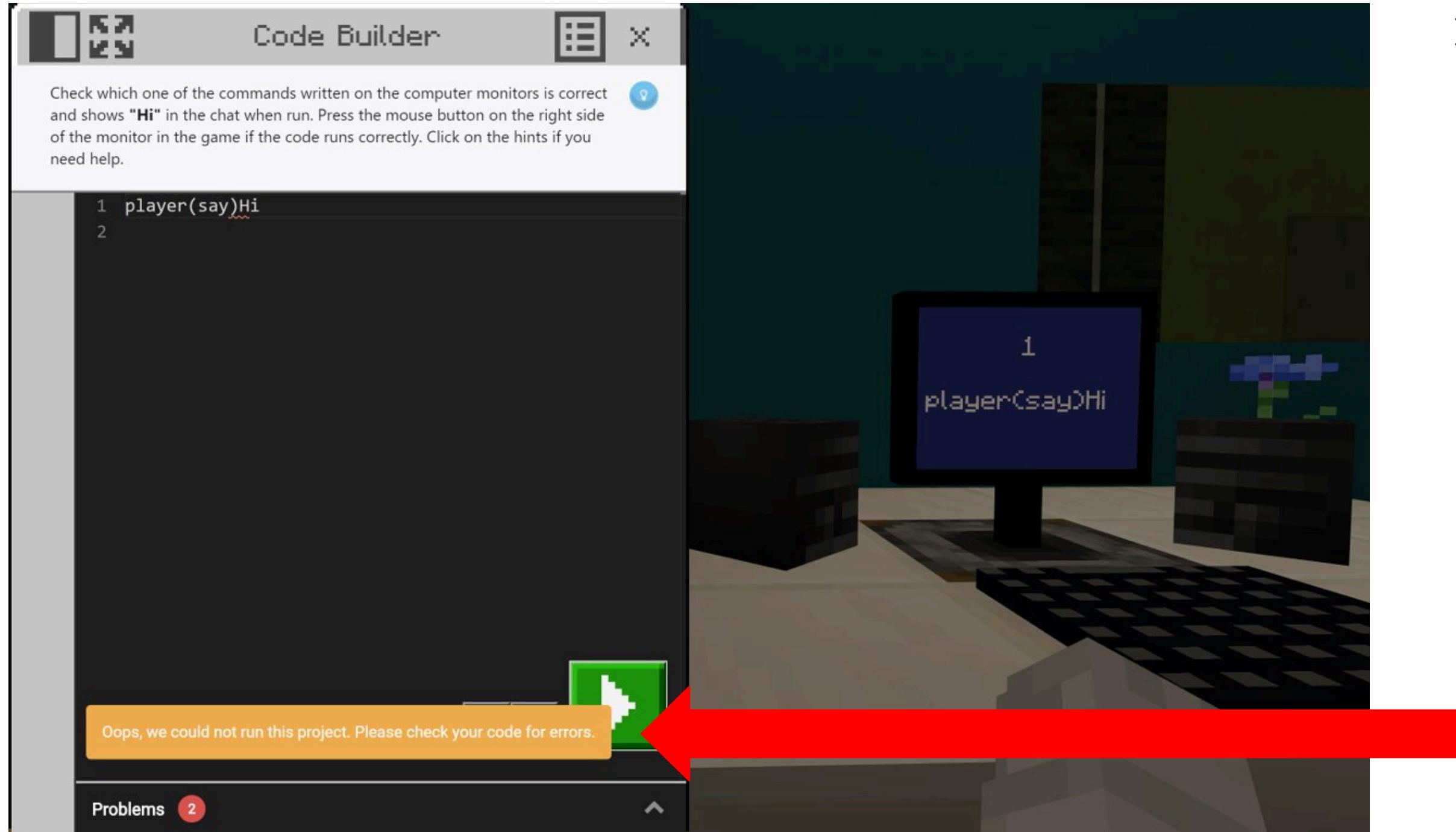
What do you notice
on the screen?

IDENTIFIED PROBLEMS



In Code Builder, you can look at the problems identified by expanding the section. It will give you the exact issue with your code.

IDENTIFIED PROBLEMS



In addition, if you try to run the code, it will automatically prompt you with the yellow message box shown here:
**Oops, we could not run this project.
Please check your code for errors.**

CHECK THE OTHER COMPUTERS



CLICK ON THE MOUSE

Once you have identified the correct command, you will return to the computer station. You will press the black button located to the right of the computer screen.



SUCCESS!



MOVE TO THE NEXT ROOM



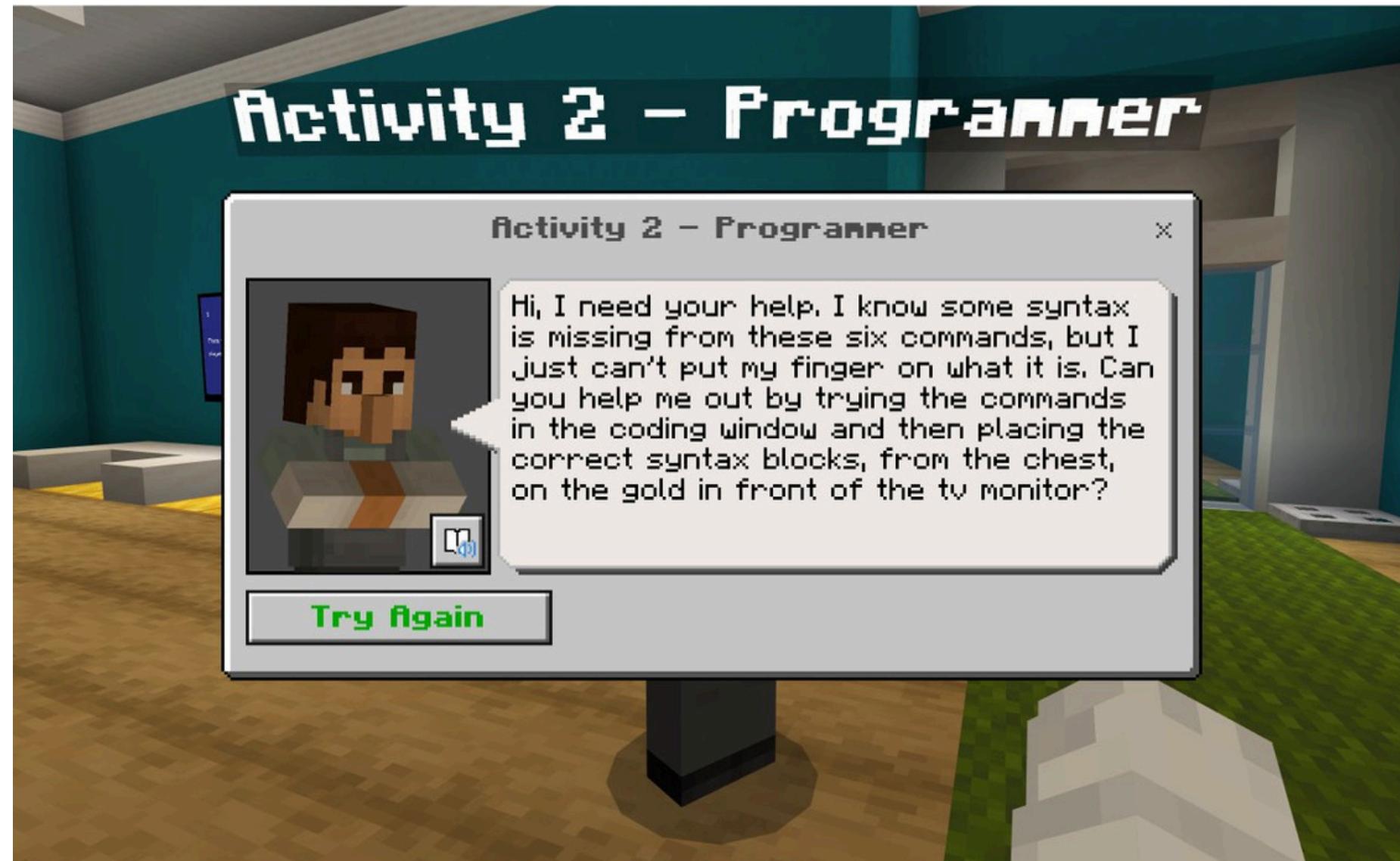
Continue on to the
next room and
begin Activity #2.

ACTIVITY #2



Move towards the programmer to find out about your next activity.

TALK TO THE PROGRAMMER



This is the pop-up screen we will see on our screen.

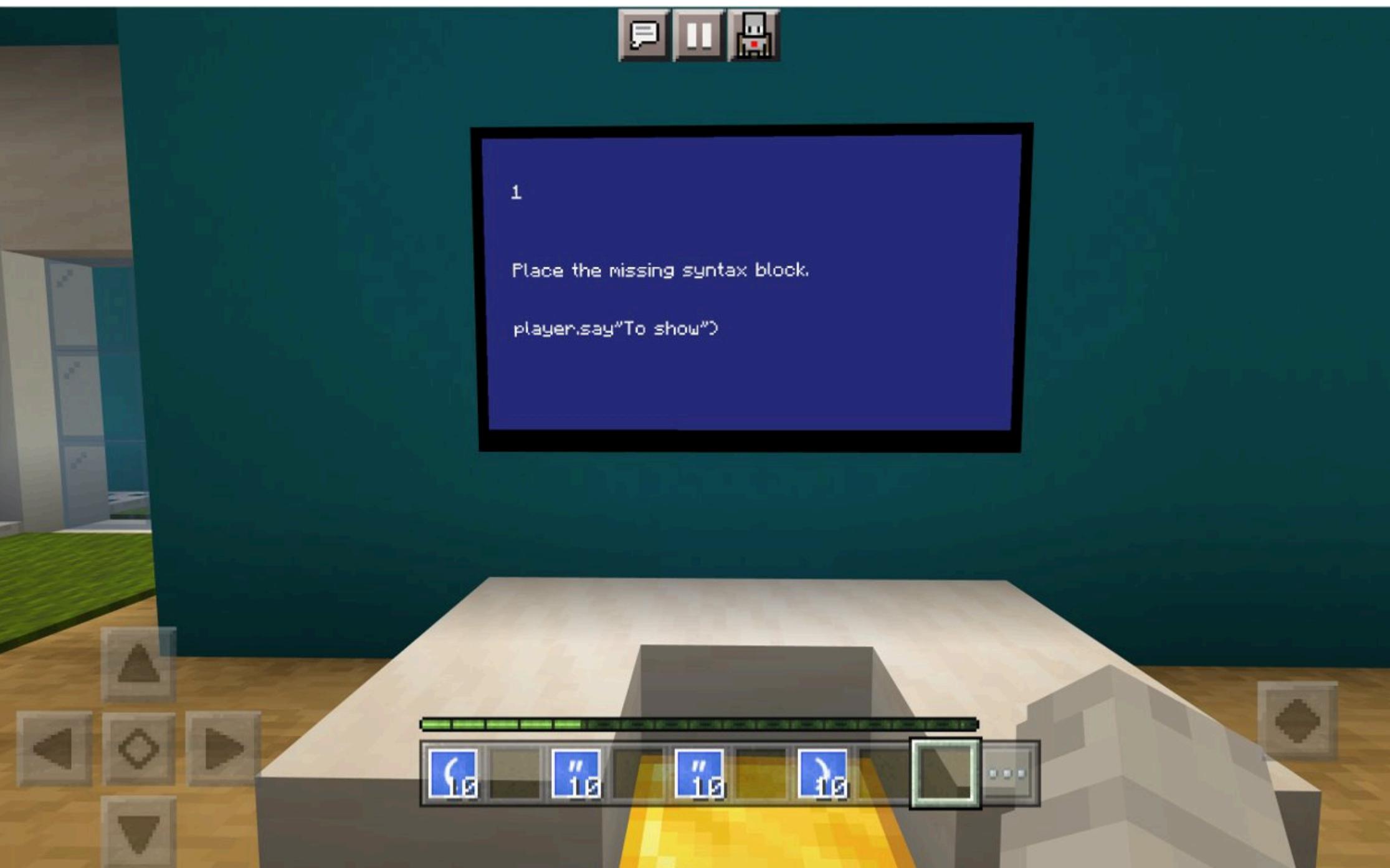
After you have read the message, click on the “X” in the top right corner to continue game play.

COLLECT BLOCKS FROM THE CHEST



Move the blocks into your hotbar.

COMPLETE THE 6 TASKS

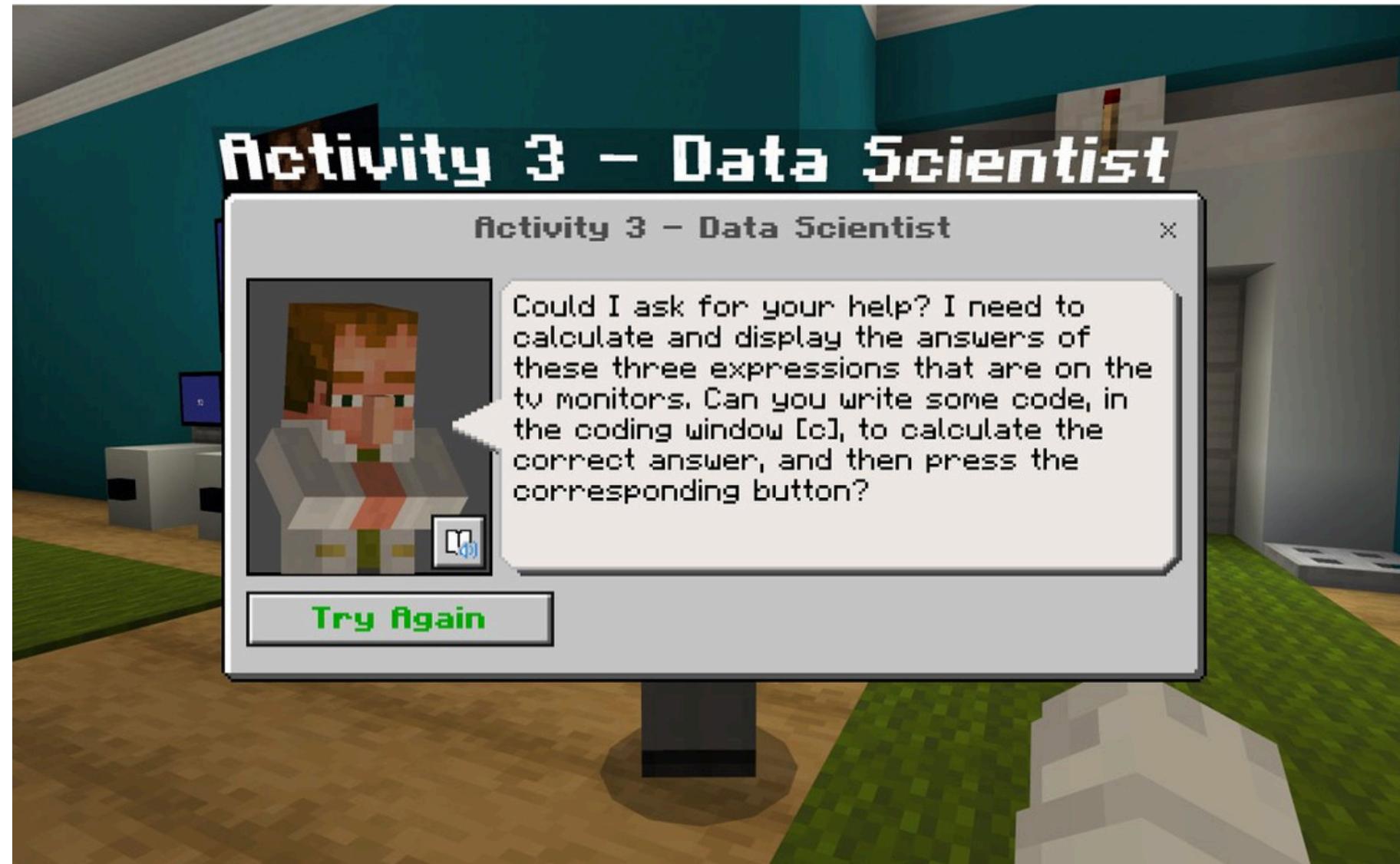


ACTIVITY #3



Walk over to the next area and talk to the Data Scientist!

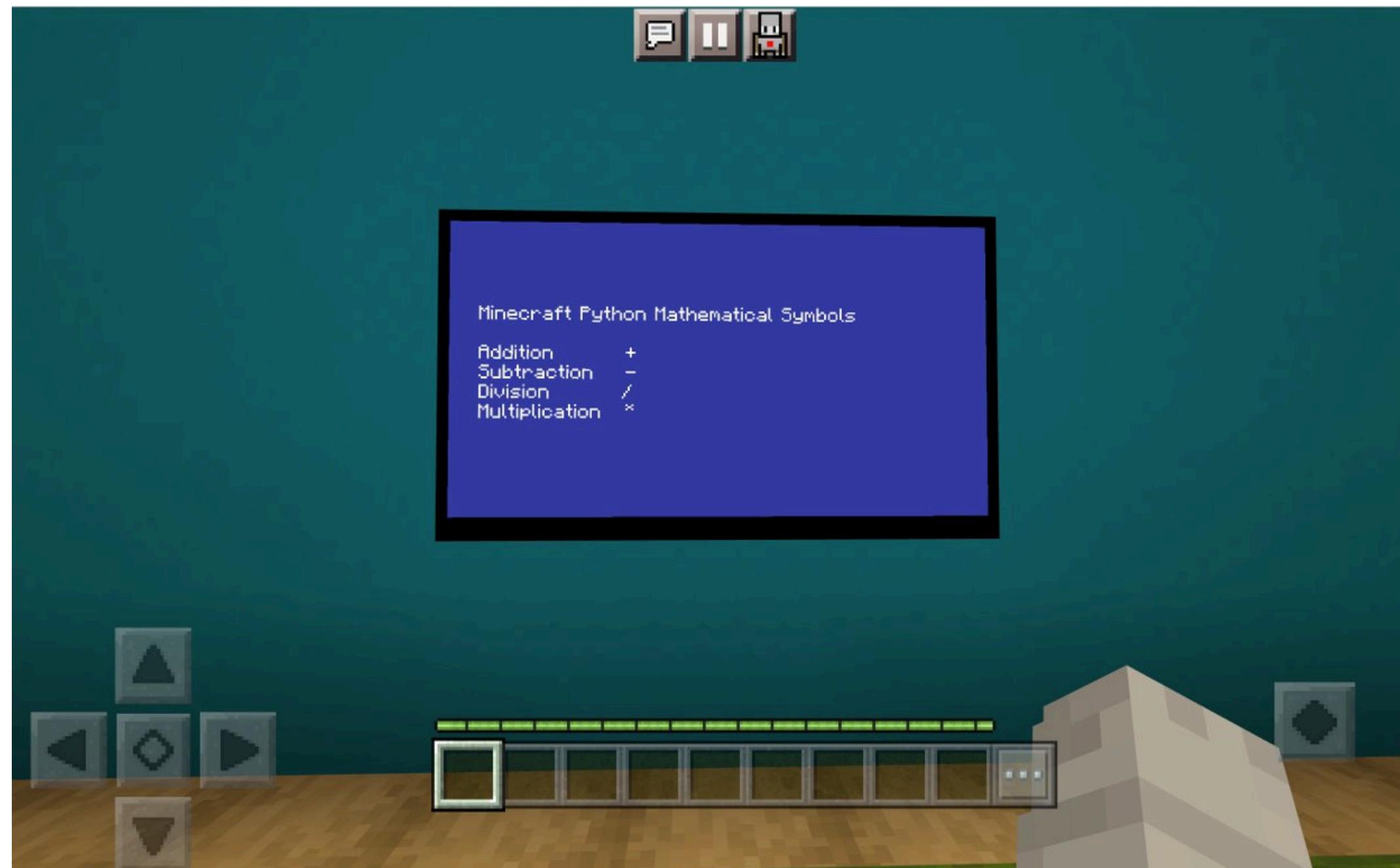
TALK TO THE DATA SCIENTIST



This is the pop-up screen we will see on our screen.

After you have read the message, click on the “X” in the top right corner to continue game play.

ACTIVITY #3



In this activity, you will need to use these mathematical symbols to create the calculations in the Python code.

ACTIVITY #3



Step 1: Figure out the sum on paper first.

Step 2: Go into Code Builder and create the calculation for this problem displayed on the computer screen.

Step 3: Press the green start arrow to test your code.

Step 4: You will see the answer appear in the screen. If it matches the sum you calculated on paper, press the button on that specific answer shown on that monitor.

TEST YOUR CODE



If you select the correct button, you will see the redstone lamp
(above the monitors) light up.

Recap

What you've done today:

- Explored the text-based programming language of Python
- Learned and applied the coding concept of **syntax** in Python programming
- Created, tested, and debugged my code.
- Embraced the coding mindset

