IMPROVED DIRECTIONS TO MAKE THE MINECRAFT AXE!!
Day 1

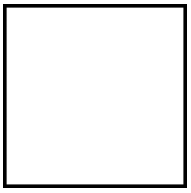
1. Take mouse and move cursor over the single player button.
2. Click single player button with the left mouse button.
3. See create new world and click that with left mouse button.
4. Select survival mode and then left click with your mouse create new world.
5. You now need to go punch a tree. To do this, click and hold down left mouse button at a tree on the wood portion. Do that until you cannot see that log anymore.
6. You now need to go to the self crafter. On your keyboard, press the E button.
7. In the self crafter, select the wood in the bottom part of the crafter with your left button on your mouse.
8. Drag the wood the the self crafter portion. It looks like this:

9. Left click in all of the squares to put the wood in the crafter.
10. In the single box next to the crafter, left click on the crafting table and drag it down to the bottom section and left click to place it there.
11. Press E to exit the crafter.
12. Press the number on the keyboard of the box the crafting table is in.
13. Right click to set the crafting table down.
14. Right click with your mouse on the crafting table again.
15. Put 2 wood planks in the crafting portion. That will make 4 sticks.
16. Put the wood plank in the upper left and one square below it. Then put one plank next to the top left plank on the right side. Below the middle plank place the 2 sticks.
17. You should have an axe.

VOCABULARY

Collision: When 2 objects collide with each other the computer checks a collision. Usually the computer draws a square around the 2 objects, and when the object touches the inside of another object's square they collide.

Sprites: These are the sharks and octopi we played with in our fishy game. The code needs an image for the player to see. The sprite is the image the player will see and interact with.



Sponge bob is the sprite the box around it would be the collision box. This is one of the ways the computer checks for collisions draw me a character colliding with spongebob...

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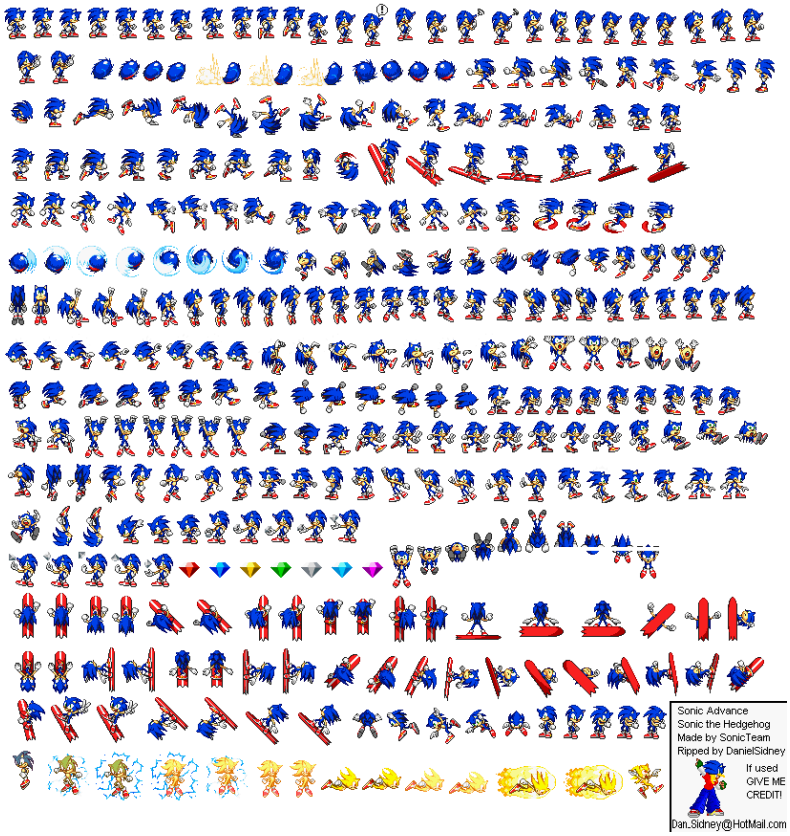
Sprite map:



Draw me a custom sprite map. You can use stick figures and MAYBE we can put them in scratch!

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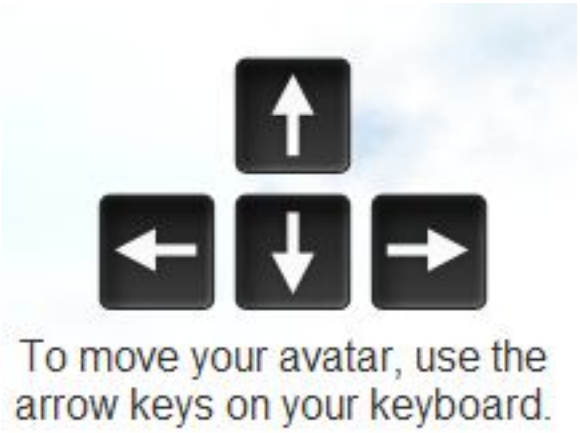
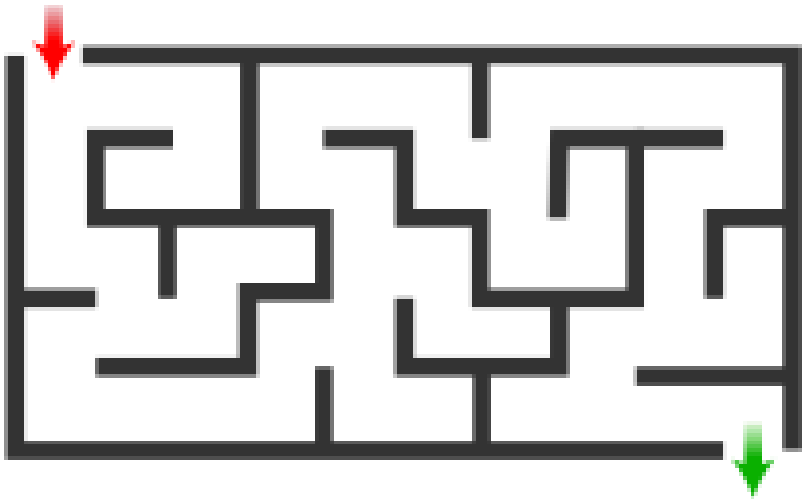


NOW we need to talk about **controls/USER INPUT**
The user has input when they touch the keys. The computer is receiving the message based on the keys. Above is an example of a control scheme.
Now we are going to work together to make code to help get our character through a maze.



Put the code below. It does not have to be perfect we just want to make something called **PSEUDO CODE**! Pseudo code is when we walk through something we want to do on paper before we start to code it! This will save us lots of time and frustration later.

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WORD BANK(words can be used more than once and sometimes not at all)

upArrow
downArrow
leftArrow
rightArrow
Space
X axis
Y axis
-5
5

Forever
{
if(_____ is pressed)
{

move _____steps on the _____

}
if(_____ is pressed)
{

move _____steps on the _____

}
if(_____ is pressed)
{

move _____steps on the _____

}
if(_____ is pressed)
{

move _____steps on the _____

}

}

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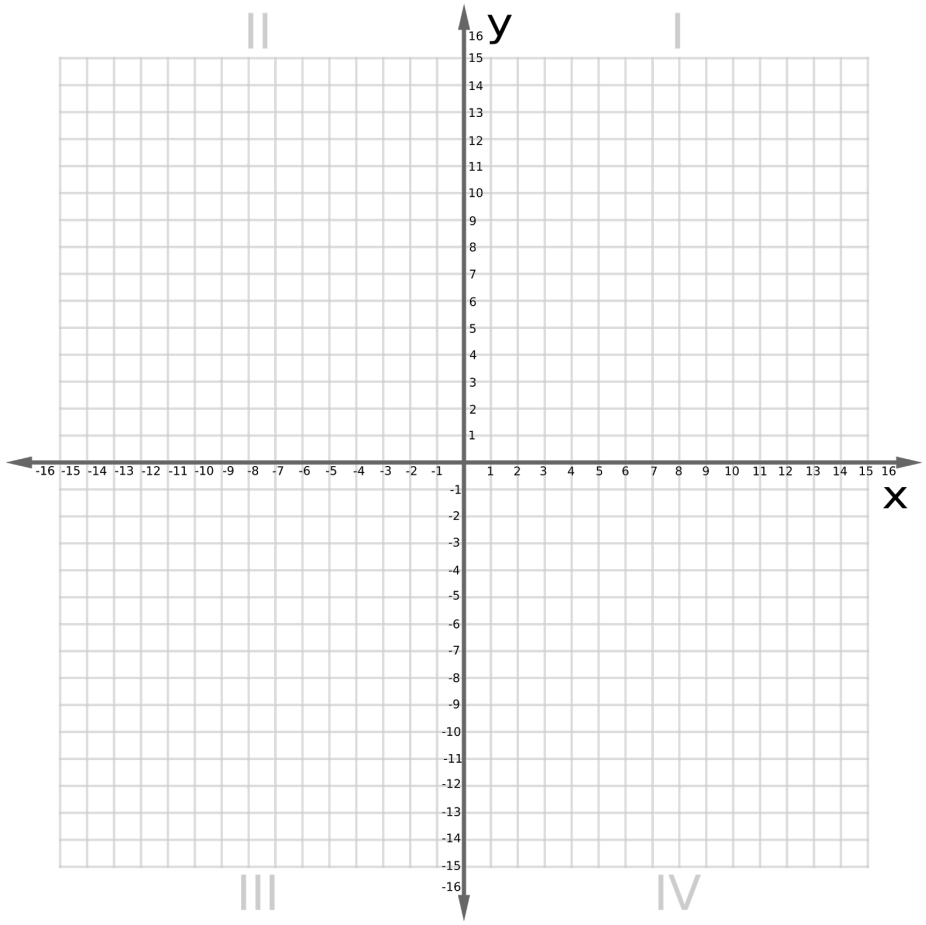

Now show me what the user input would be to get through the maze!

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VARIABLES!!!

Variables can be a **NUMBER** or a **String! A variable can be thought of like a very special box. Once you label the box the box can contain objects that fit the label. If you wrote "toys" on a box and put food in it you would be very confused. This is what happens when we try to change the label on our variable "box". We have to keep a string variable with strings in it, and an integer(number) variable with numbers in it.**
A string is a group of characters. This sentence is a string, but just the word string is a string as well! Strings can be any amount of characters.

Set the variable cheese to 20 and add 1 to it
set(_____) to(_____)
change(_____) by (_____)
Show variable (_____)
What value is cheese?

set(Cheese) to ("ace is amazing")
When clicked
Show variable(cheese)
Add 1 to cheese
What is cheese and what is the problem with the code!?

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