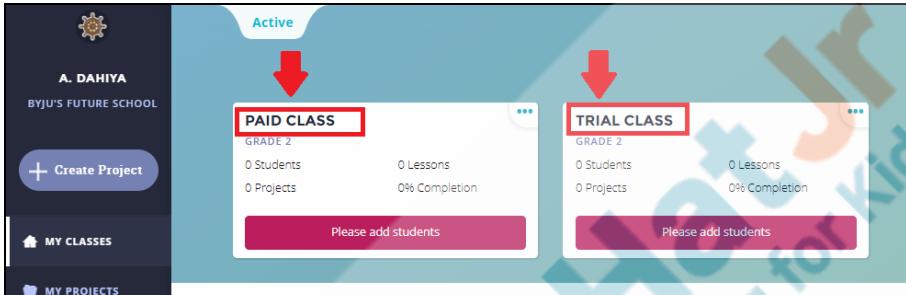
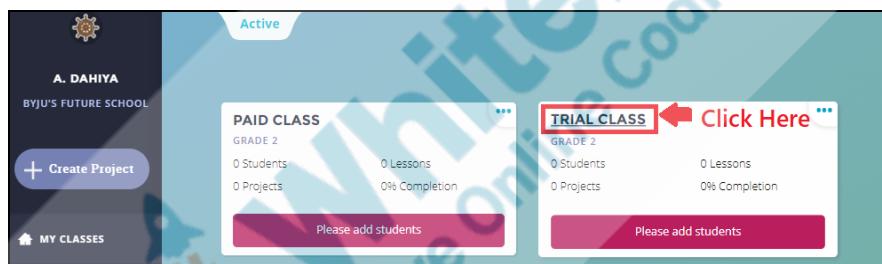
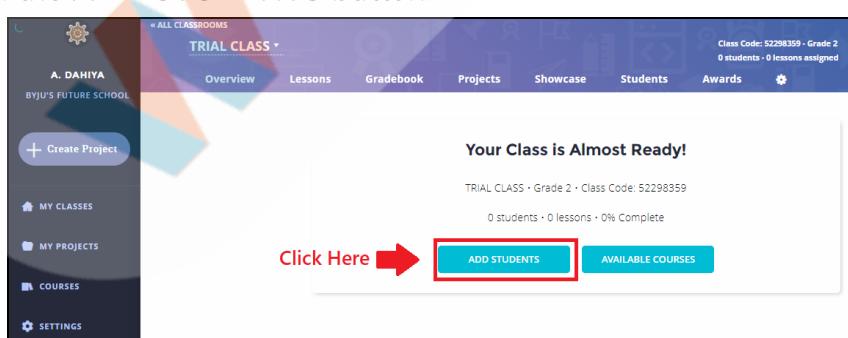
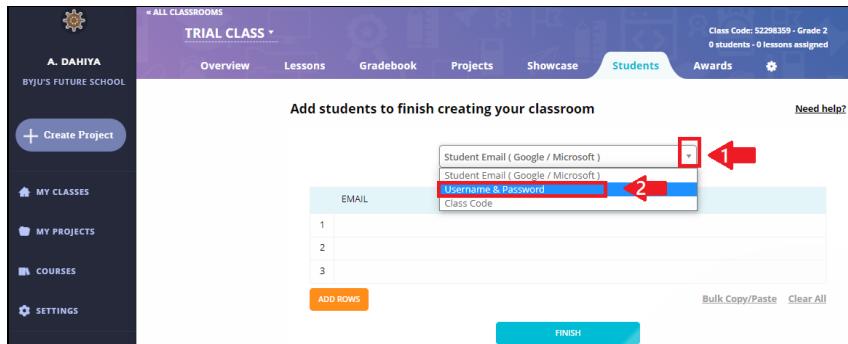




Topic	Introduction to Commands		
Class Description	This Class Establishes the Importance Of Learning How to Code. The Student Creates His/Her Own Customized Skin in the Tynker Platform and implements it in the Minecraft world. Also, Explore All the Predefined Commands Available in Minecraft World.		
Class	MEE-PRO - T		
Class Time	50 mins		
Goals 	<ul style="list-style-type: none"> Establish the philosophy behind the course. Explore all the predefined commands available in the Minecraft world. Run the custom command to visit the different lands in the Minecraft world. Modding in Minecraft. 		
Resources Required 	<ul style="list-style-type: none"> Teacher Resources: <ul style="list-style-type: none"> Earphones with mic A water bottle Notebook and pen Table and Chair Laptop Charger Internet Speed: Download Speed >=20Mbps Student Resources: <ul style="list-style-type: none"> Laptop with internet connectivity Earphones with mic Notebook and pen Internet Speed: Download Speed >20Mbps Etiquettes: <ul style="list-style-type: none"> Have a clean and clear background Always keep your camera on Sufficient Lighting on your face(light should be facing your face and not your back) Keep your phone on silent(Refer How To Ace Trial Class Section for more details) 		
Class Structure	Warm-Up Teacher-Led Activity Student-Led Activity	8 Mins 16 Mins 18 Mins	

	Wrap-Up	8 Mins
Note: Create the student's Tynker account before the class.		
<u>Teacher Ref Link - STUDENT TYNKER ACCOUNT CREATION</u>		
Steps to create the student's Tynker account:		
<ol style="list-style-type: none"> 1. On your Tynker dashboard, there will be 2 classes: PAID CLASS and TRIAL CLASS. 		
<ol style="list-style-type: none"> 2. Click on the particular class (TRIAL / PAID) to enter the class to add a student. 		
<ol style="list-style-type: none"> 3. Click on the ADD STUDENTS button. 		
<ol style="list-style-type: none"> 4. Click on the dropdown and select Username and Password to create a Student Tynker Account. 		

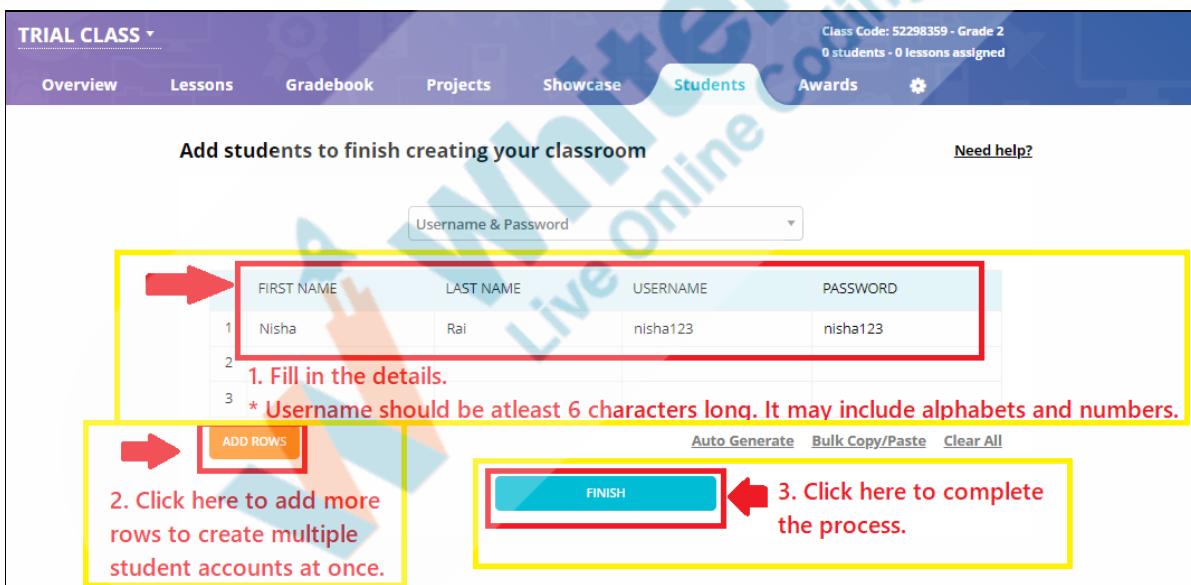


5. Fill in the details to create a username and password for the student.

Note:

1. The USERNAME should be at least 6 characters long. It may include alphabets and numbers.
2. The ADD ROWS button is used to add more rows to create multiple student accounts at once.

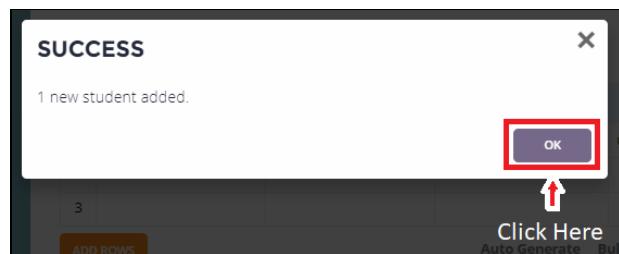
6. Click on the FINISH button.



	FIRST NAME	LAST NAME	USERNAME	PASSWORD
1	Nisha	Rai	nisha123	nisha123
2				

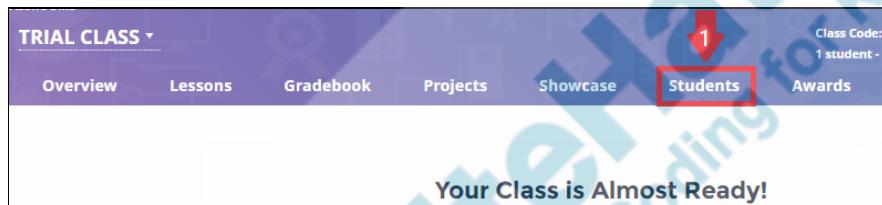
1. Fill in the details.
2. * Username should be atleast 6 characters long. It may include alphabets and numbers.
3. Click here to add more rows to create multiple student accounts at once.
4. Click here to complete the process.

7. Click on the OK button in the popup.



Note: Tynker, by default, may add additional characters or numbers to the username and password created by you. To share the correct credentials with the student, check the final username and password created in the Students tab.

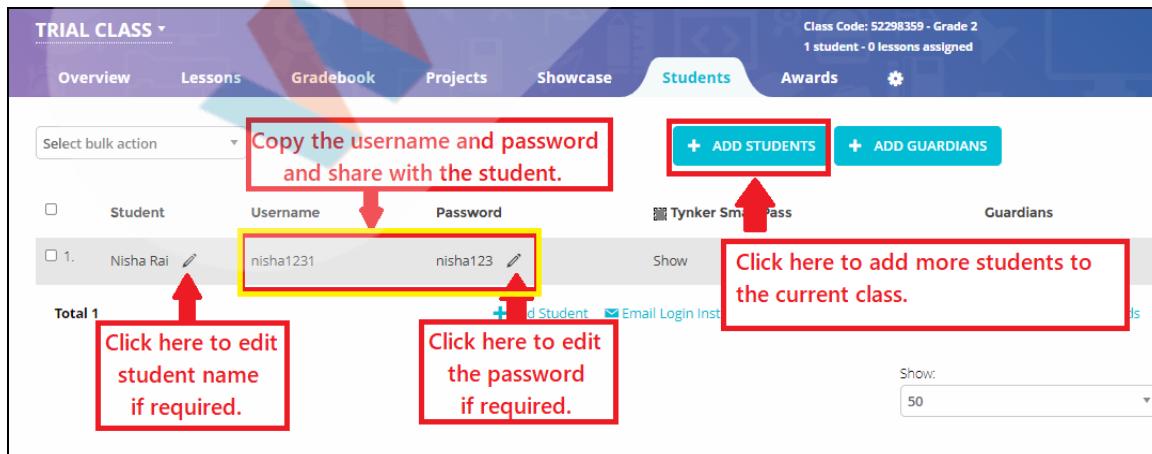
- Click on the **Students** tab.



- Copy and share the username and password with the student.

Note:

- The student name and password can be edited, if required, by clicking on the pencil icon ahead of them.
- Also, new student accounts can be created for the specific class by clicking on the +ADD STUDENTS button at the top-right corner.



WARM-UP SESSION (8 mins)		
Class Steps	Say 	Do 
Ask the student to get into the Fullscreen mode.		
Step 1: Warm up (8 minutes)	<p>Hi, my name is_____. May I know your name? <i><Wait for the response></i></p> <p>I am going to be your instructor in this session. Let's get to know each other a little bit before we start. First, I will share a brief introduction about myself and then I would love to know more about you.</p> <p>I have done <i><XYZ certification ></i> and my hobbies are <i><Teacher's interest areas></i>.</p> <p><i><Student Name>, please tell me about which grade are you in, which areas interest you?</i> <i><Wait for the response></i>.</p> <p>So <i><student's name></i>, what made you enroll for this class? and <i><if parents are present, ask them></i> what are your expectations from this class?</p> <p>Q What do you think this class is about? A Learning Minecraft.</p> <p>Q <i><Student Name>, which game do you like to play?</i> A <i><Wait for their response.></i></p>	Attempt to understand the student and the student's motivation behind joining this class.

	<p>Q What do you know about Minecraft?</p> <p>A <Let the student answer.></p> <p>Q Have you built anything using Minecraft?</p> <p>A <Let the student answer.> <i><Run the presentation and show slide no. 1,2,3,4 in VA></i></p> <p>Q What would you like to build using Minecraft?</p> <p>A <Let the student answer.></p> <p>Say: In Minecraft, we can build a whole new world with our customized structures, such as houses, castles, huts, towers, and creatures. Also, we can discover the endless world of Minecraft.</p>	
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Ask the student to get into the Fullscreen mode

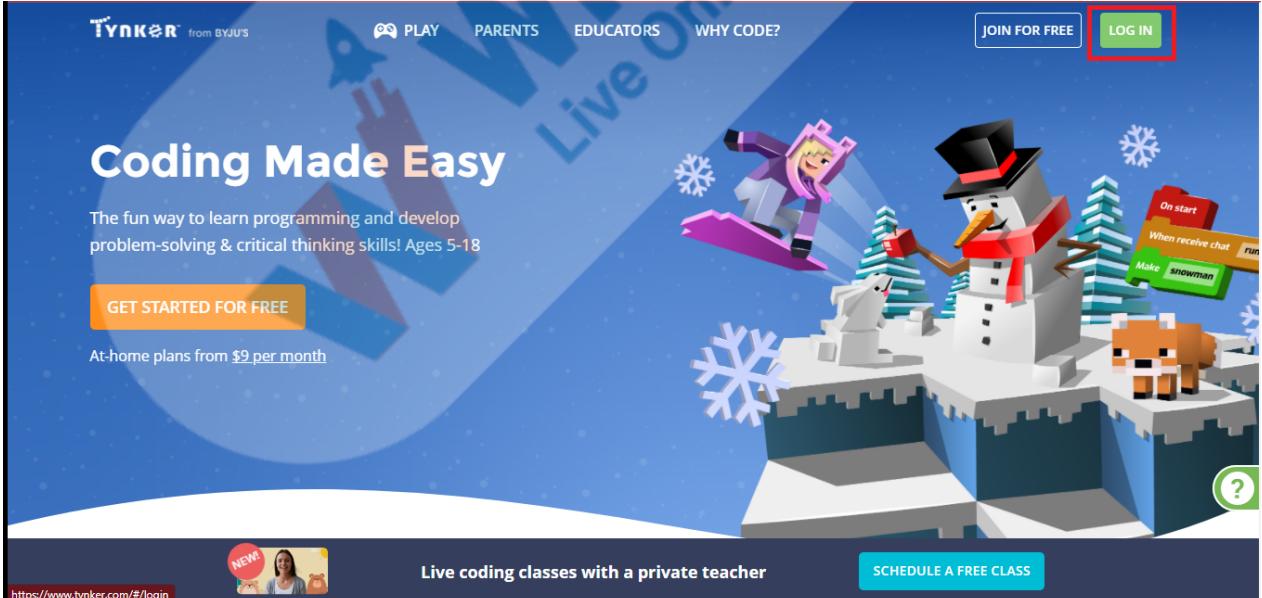
Set the Agenda:

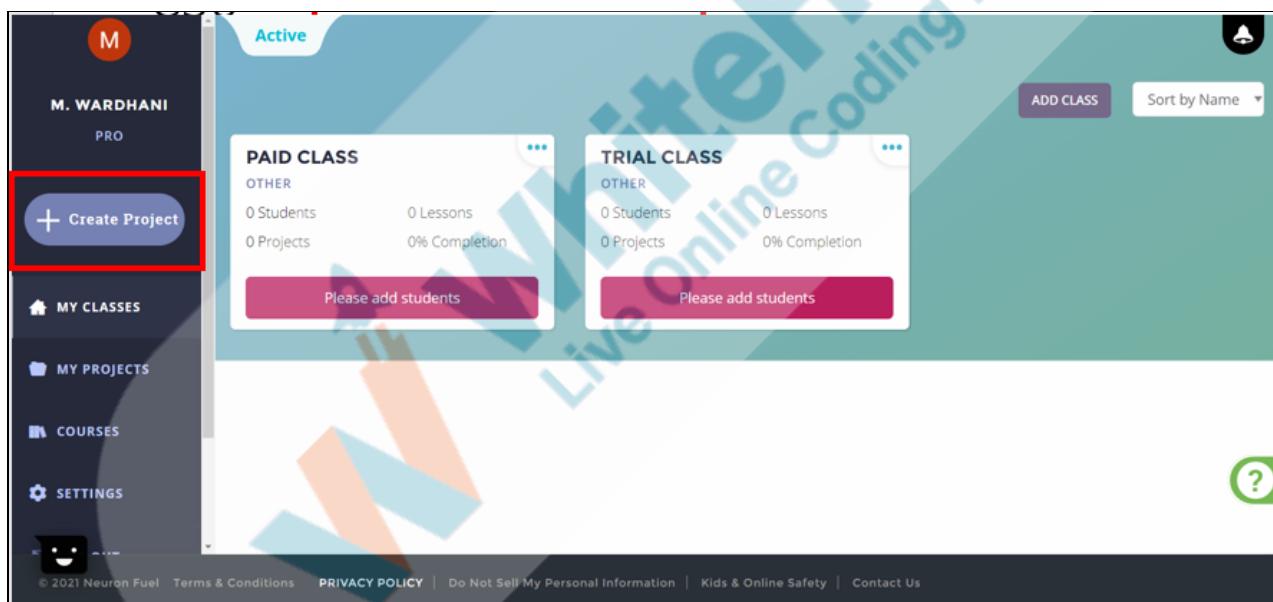
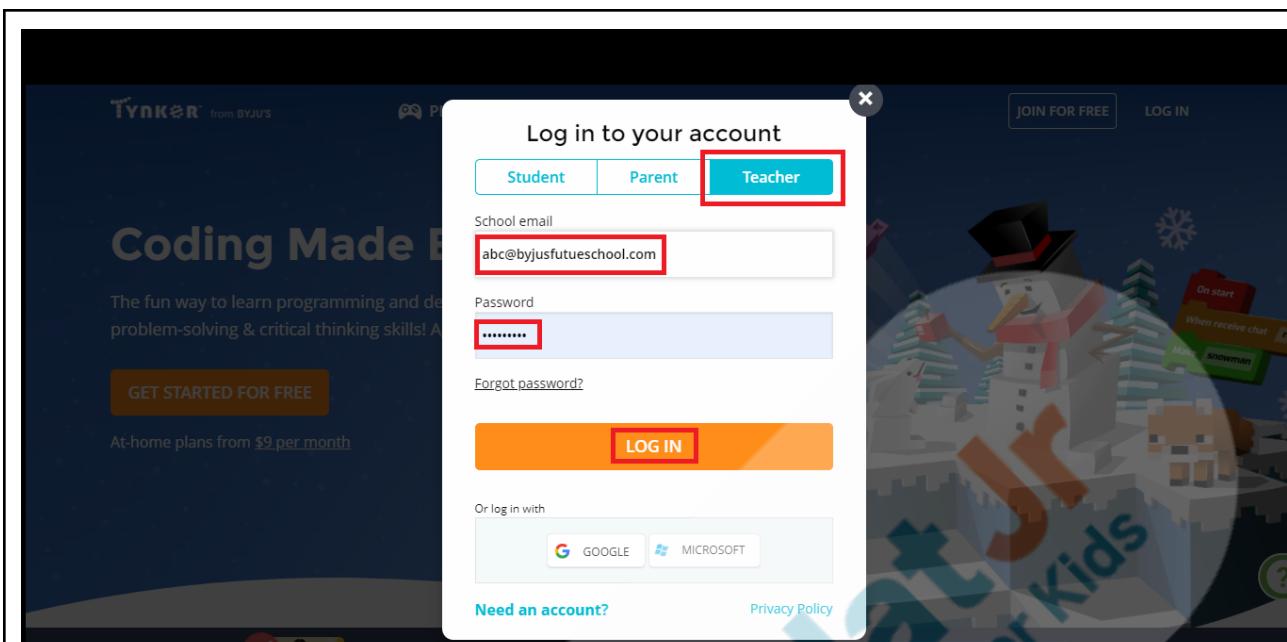
Let me quickly tell you about what we are going to do in this Trial Class:

1. You'll learn how to create and select a skin for the player in Minecraft World.
2. You'll learn to use the predefined commands available in the Minecraft world.
3. You'll also learn to create your own customized command and implement it using the Minecraft server.
4. Towards the end of this class, I will be presenting the course structure and student outcomes which will help you understand exactly what we offer.

TEACHER ACTIVITY 1 (6 mins)

Teacher Starts Screen Share

Teacher Activity-1  (5 minutes)	<p>Let's start with the activities. Now, we will learn how to create the skin of the player and use it in our Minecraft World.</p>	<u>Teacher Activity 1</u> <u>Design the Player Skin (Tynker Platform)</u>
 Teacher starts slideshow from slides 5 to 6. Refer to speaker notes and follow the instructions on each slide.		
Ask the student to get into the Fullscreen mode		
Teacher Starts Screen Share		
<p><u>Design Player Skin</u></p> <p><i><The Teacher explains this activity while showing Slide no. 5 and 6 in VA></i></p> <p>Let's see how to create fun and a variety of skins for the player in Minecraft. In order to create the skin for the player, we need to go to the Tynker platform. First, let's understand the Tynker Platform.</p> <p>Note: First, Log in to the Tynker account. Click the Login button and enter your credentials. After logging into your account, the platform appears as shown below:</p> 		



The platform offers us the below functionalities:

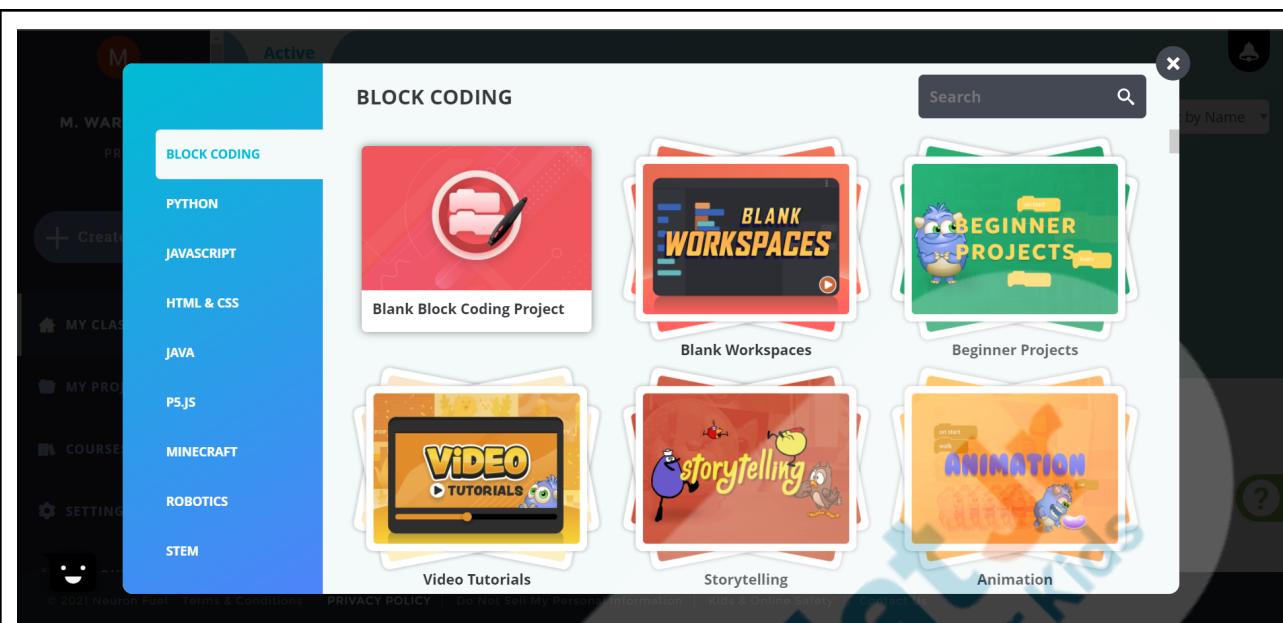
- **Create Project:** This one is used to create a new project in Minecraft.
- **My Classes -** The Teacher can see all the classrooms created by her.
- **My Projects -** The Teacher can view all the projects that are created.
- **Courses-** The Teacher can see all the courses available.
- **Settings-** The Teacher can see all the settings related to the Minecraft server.

Step 1: Click on the **Create Project** button, it will show the below screen:

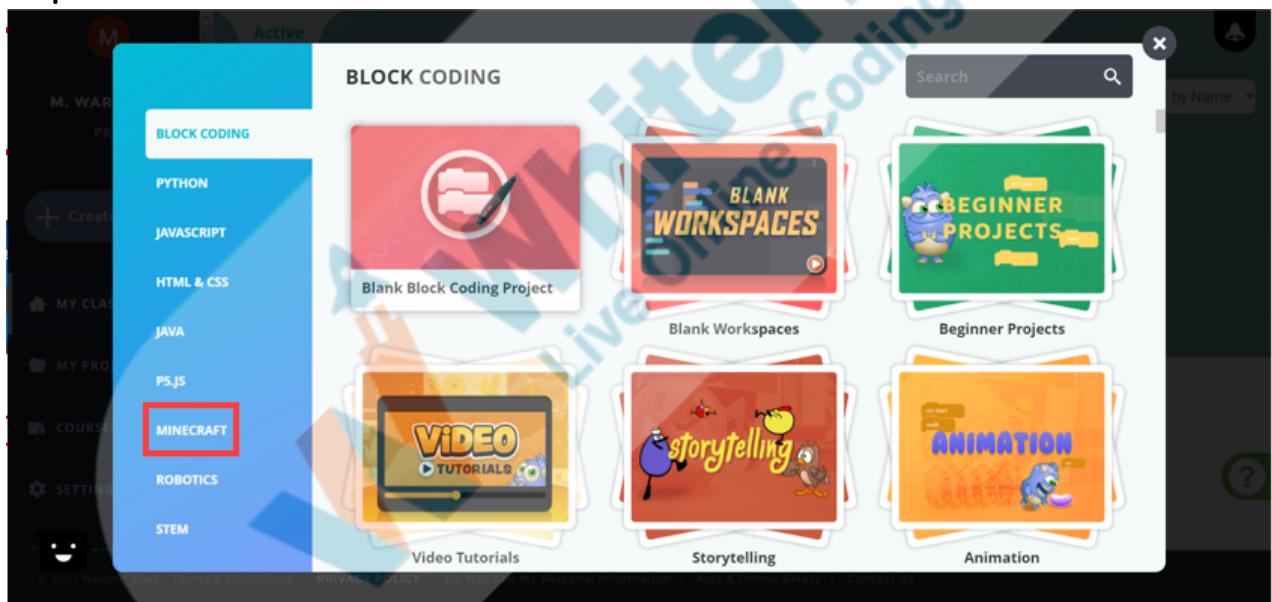
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Step 2: Click on the **Minecraft** section.

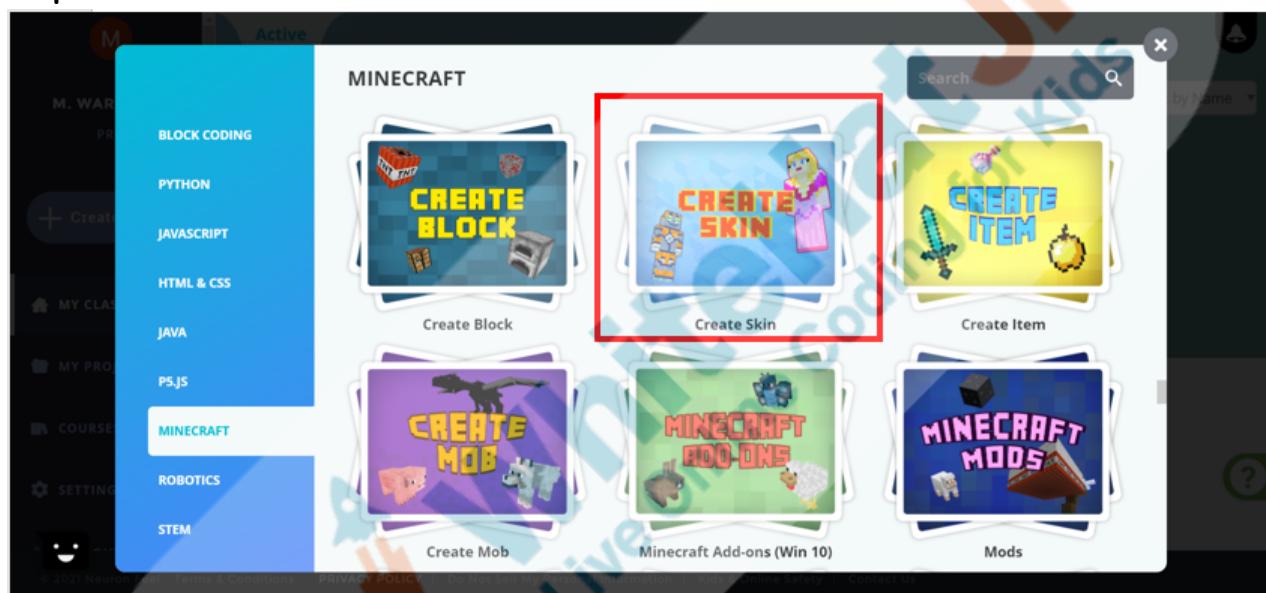


In the Minecraft modding, here are the types of changes that you can make using Tynker:

- **Create Block:** Design your own special blocks. For example: Make the grass block and sand block look like cakes to turn your whole world into a cake world.
- **Create Skin:** Customize your character when you play Minecraft.

- **Create Item:** Customize the Minecraft items that you use. For example, you can create a rainbow-colored version of a sword using the Resource Editor.
- **Create Mob:** Dress up your Minecraft animals and make them your own. For example: Add sunglasses for the pig, color the horse in red, or even make zombies less scary.
- **Mods:** Change the look and behavior of these mods. For example, you can transform a wolf into a dinosaur and then modify its behavior with drag-and-drop block coding.

Step 3: We will use the **Create Skin** block in Minecraft. Click on it.



Step 4: You will see a dialogue box like this. Make sure you have selected the **Minecraft Win 10 / Pocket Edition** and click on **Start Project**.

◀ BACK
SKIN
▶

Minecraft Win 10 / Pocket Edition
Minecraft Java Edition (PC / Mac)



Steve

START PROJECT

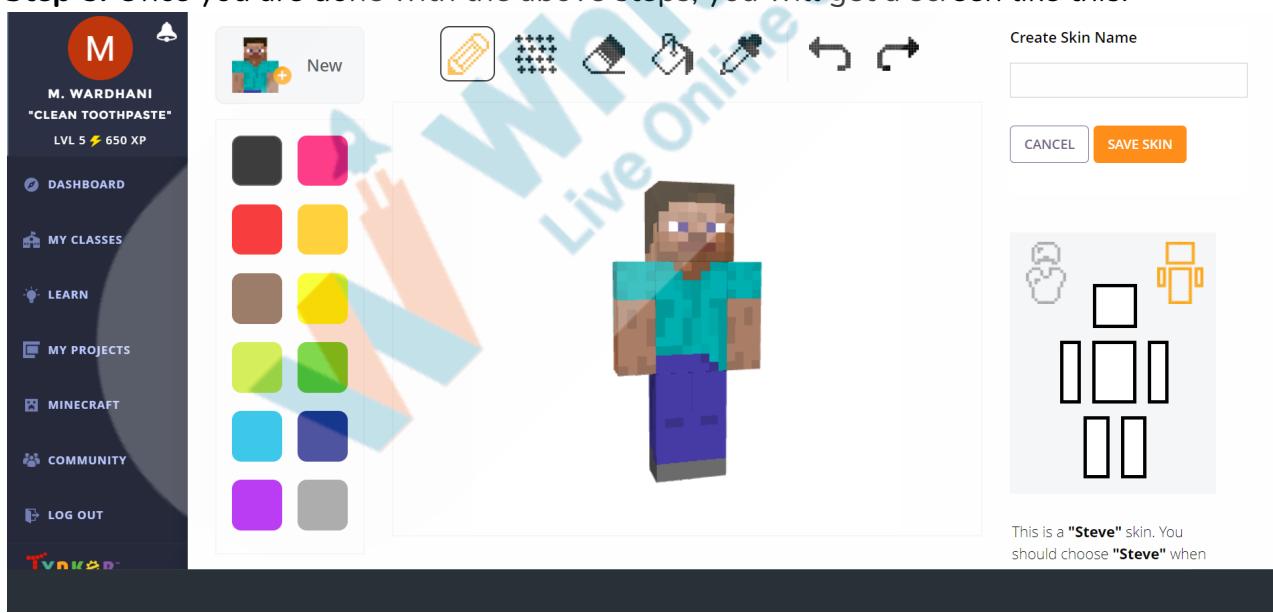








Step 5: Once you are done with the above steps, you will get a screen like this:

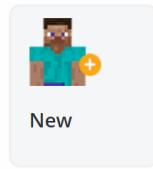


The screenshot shows the WhiteHat Jr dashboard on the left with a user profile for "M. WARDHANI". On the right, the "SKIN" editor interface is open. It features a preview of the "Steve" skin, a "Create Skin Name" input field, and "CANCEL" and "SAVE SKIN" buttons. Below the preview, there's a note: "This is a 'Steve' skin. You should choose 'Steve' when".

Step 6: Now it's time to customize your player skin. You can do it in the following ways:

(a) Choose a player skin: On the top-left, you can choose a different type of player

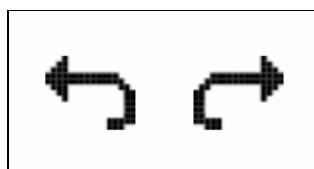
skin from the Tynker Minecraft library. By default, the Steve skin gets selected. Once you click on the icon, in the Skins tab, it will show you the different player skins available in the Minecraft library and you can select any player skin as the reference skin for your player.



(b) Create your own palette: On the left, you can choose a color from the palette or create your own palette



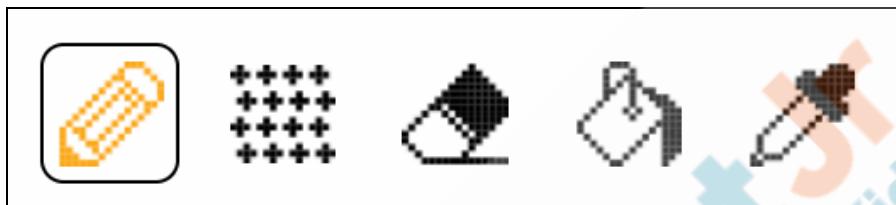
(c) Undo & Redo: At the top, you have an undo and redo button to undo or redo recent changes.



(d) Drawing Tools: At the top, you have the five drawing tools.

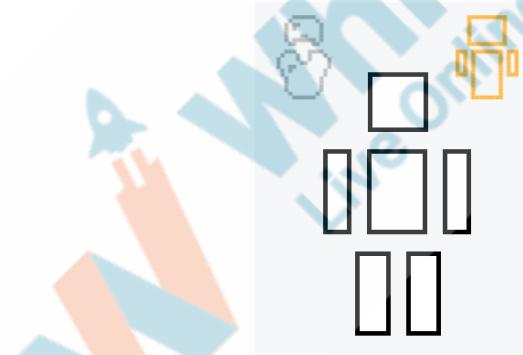
From left to right, they are:

- (1) Pencil:** Paint one block at a time in a solid color.
- (2) Texture Brush:** Paint one block at a time while slightly changing the color to give you the “Minecraft” look (gradient effect).
- (3) Eraser:** Erase what you’ve made.
- (4) Paint Bucket:** Fill in solid areas with a single color.
- (5) Eyedropper:** Select a color that’s already on the skin, which you can then use to paint.



(e) Edit different layers: For skins and mobs, the block diagram on the right side allows you to make one part of the skin or mob temporarily invisible so that you can paint behind it.

For example: If you want to paint the side torso of your skin, you can make one of the arms temporarily invisible by clicking the arm on the diagram. This allows you to edit areas of the body that are covered by other body parts.



In the block diagram, there are 2 types:

- (a) Body -** The inside layer. Mainly used for eyes and the face and clothes.
- (b) Outer layer -** Mainly used for touch-ups such as glasses, hats, sleeve cuffs, etc.



Body

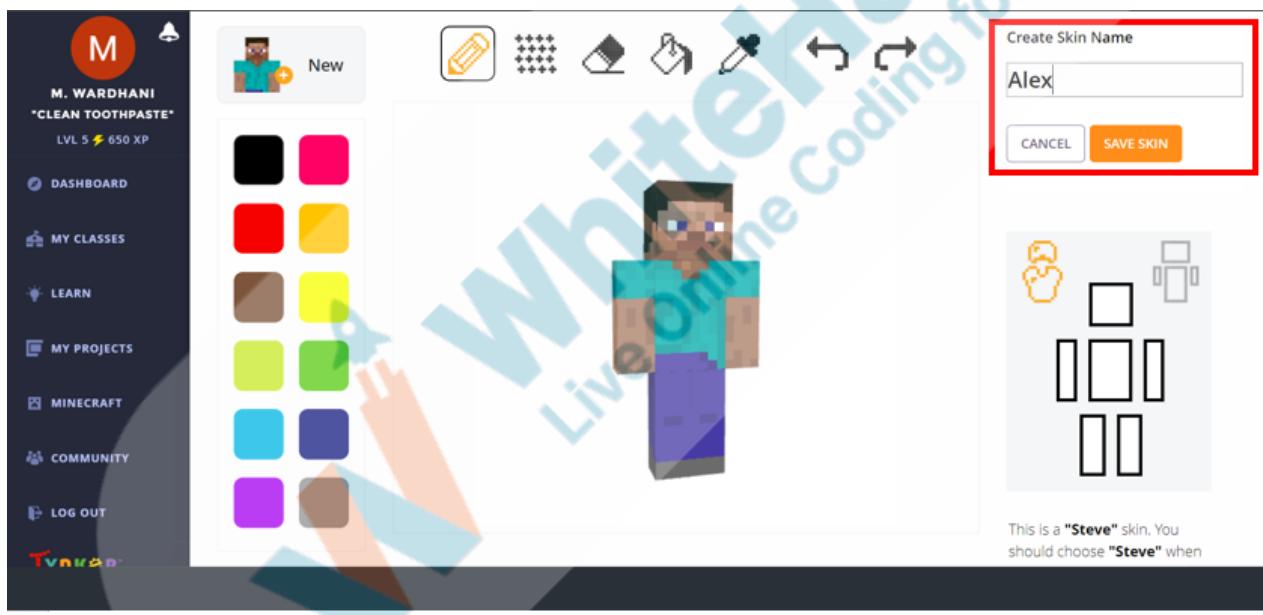


Outer Layer

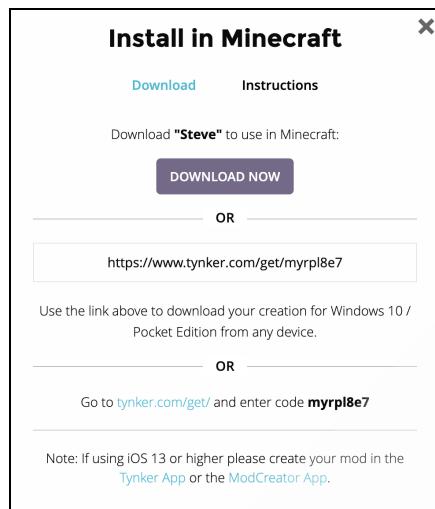
(f) View from different angles: You can also move around your skin or mob to see it from different angles by clicking and dragging it in the white space next to the skin/mob.

- Start editing/modifying your character.
- When you're happy with your creation, name your creation in the Create skin name box in the top right corner and then click on the "Save Skin" button.

Note: The Student can give any name of his/her choice.



After saving, you will see the following screen. Click on the **DOWNLOAD NOW** option.

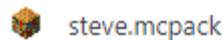


This will download the file as a “.png” image.

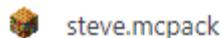
Now, let's apply the skin:

1. Open **Minecraft Education Edition** and Login to it.
2. Your png file is created but it can not be directly uploaded to Minecraft Education Edition. You need to create a mcpack file and for this, you need to open the URL <https://cdsmythe.com/minecraftskins2/index.html>
3. Fill in the details and upload the skin.png file,

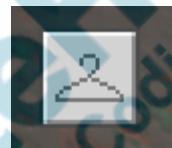
- Once you are done, click on the Download Pack button.



- The .mcpack file will be downloaded to your Pc.



- Once you double click on _____ it will be imported to Minecraft Education Edition.
- You will see this message on your Minecraft Education Edition Screen.



- Once the import is done, when you click on _____ icon, you will be able to see New Steve skin is added to the list of Skins available.



- Click on _____ icon and your profile skin will change to New Steve.

- Click on confirm to finalize your skin.



You will see the selected skin on Minecraft Education Edition.

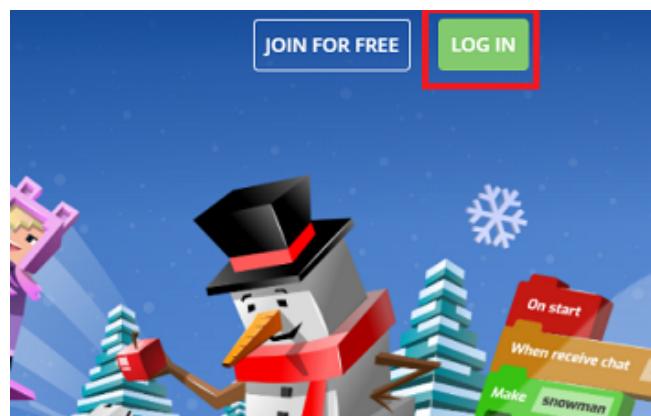
Amazing! It looks so creative! Now, it's your turn to create a customized skin for your player using the same steps. Let's begin!

Teacher Stops Screen Sharing

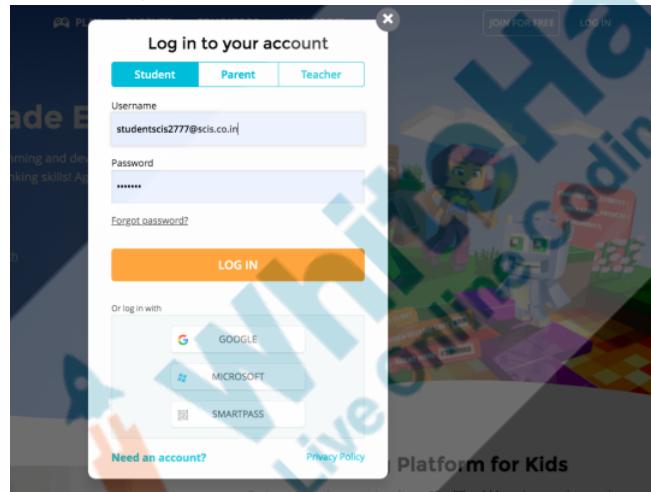
STUDENT ACTIVITY 1 (8 mins)

Ask the Student to start Screen Share

Student Activity 1  (8 minutes)	<p>Now to create a customized skin. Log in to your Tynker account.</p> <p>Step1: Open Tynker's website. Click on the LOG IN button.</p>	<u>Student Activity 1 Player Skin.</u>
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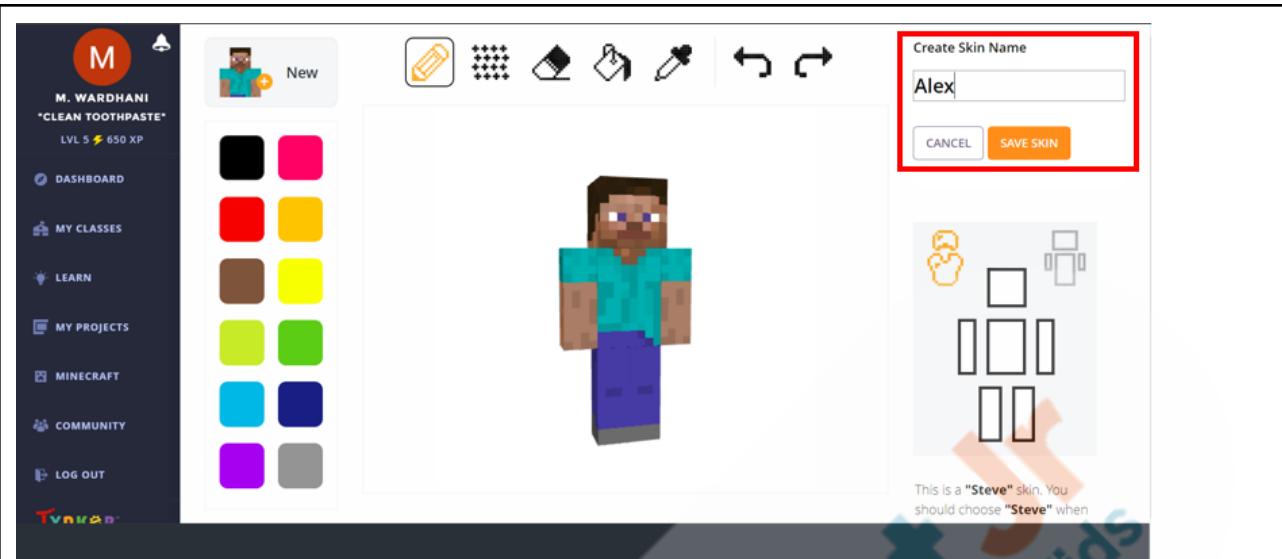
Step2: Ask students to enter the tynker credentials shared by the teacher. Then click on the **login button**.



Note for Teacher - Assist the student with the steps. Refer to the steps from the Teacher-led activity to create the skin. Generate a shareable link of the skin and apply the skin as shown in the Teacher-Led Activity.

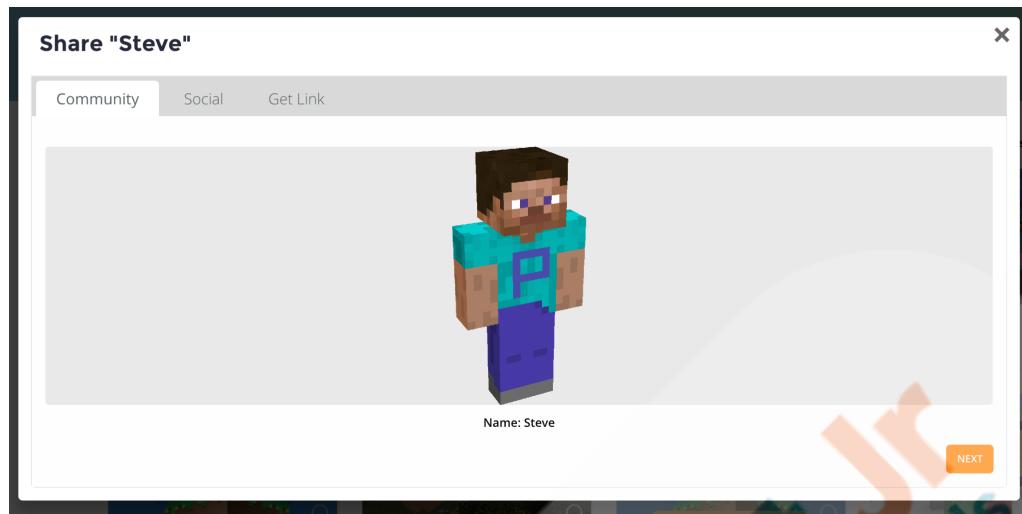
Steps to generate the Skin Link from the Student:

Step 1: Save the skin with the name of your choice.

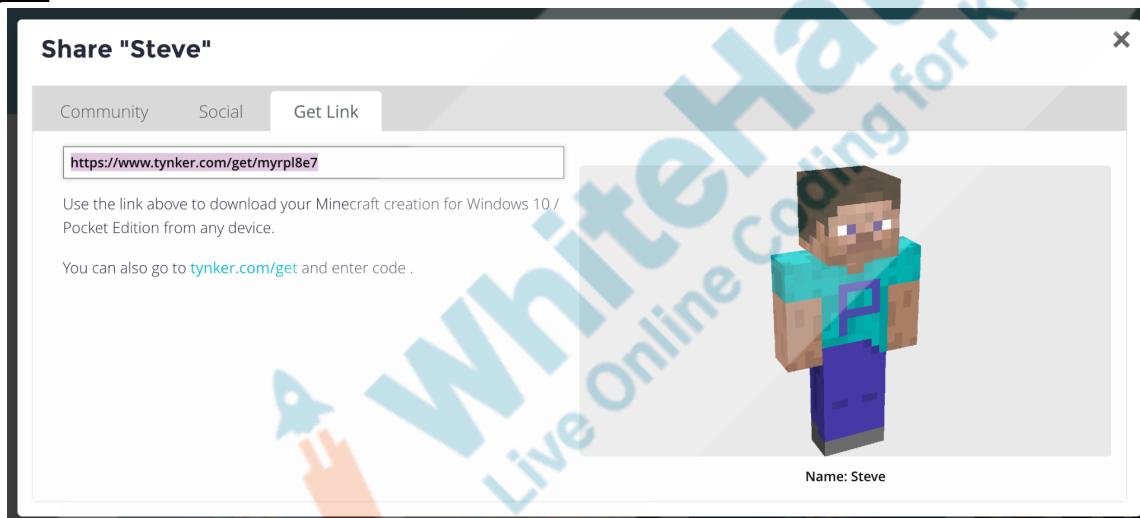


Step 2: Click on the **My Projects** tab on the left and select the **Minecraft** option.

Step 3: You will see the skin you created. Click on the **Share** option. You will see the following screen.



Step 4: Click on **Get Link**. Now click on **Ctrl + C** and share the link in chat.



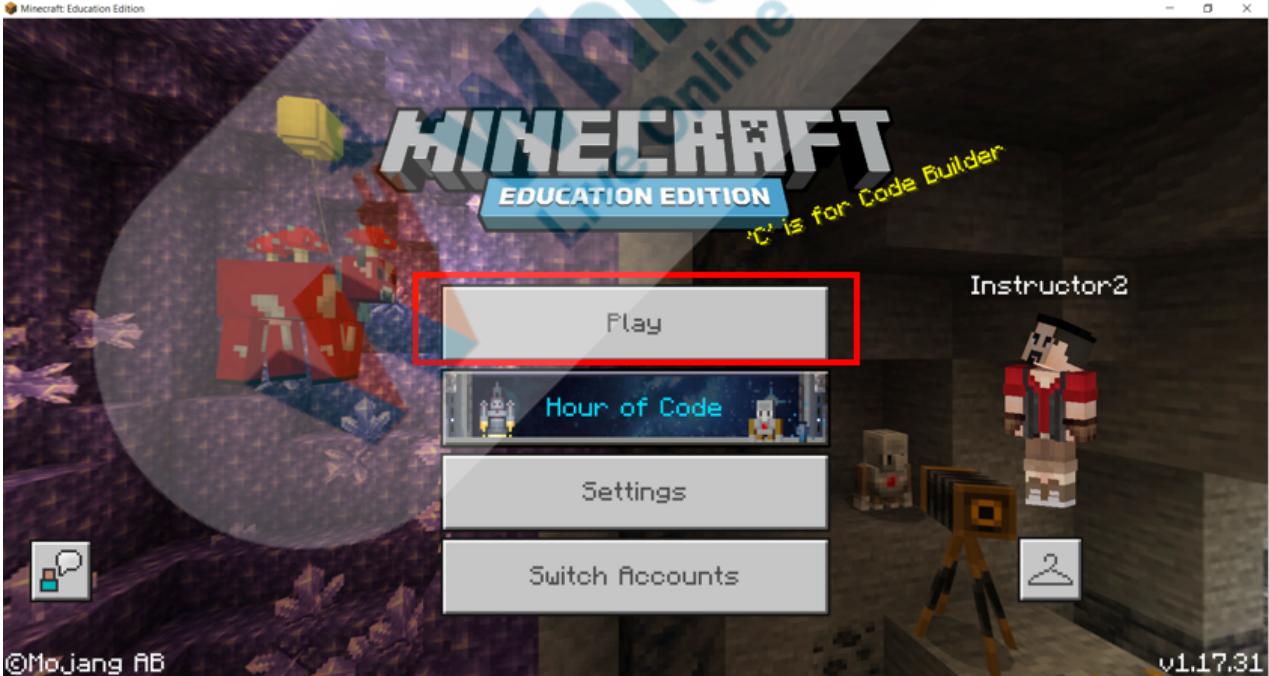
Note: This link will download the skin on your laptop. Now follow the same process as the Teacher-Led Activity to apply the skin.

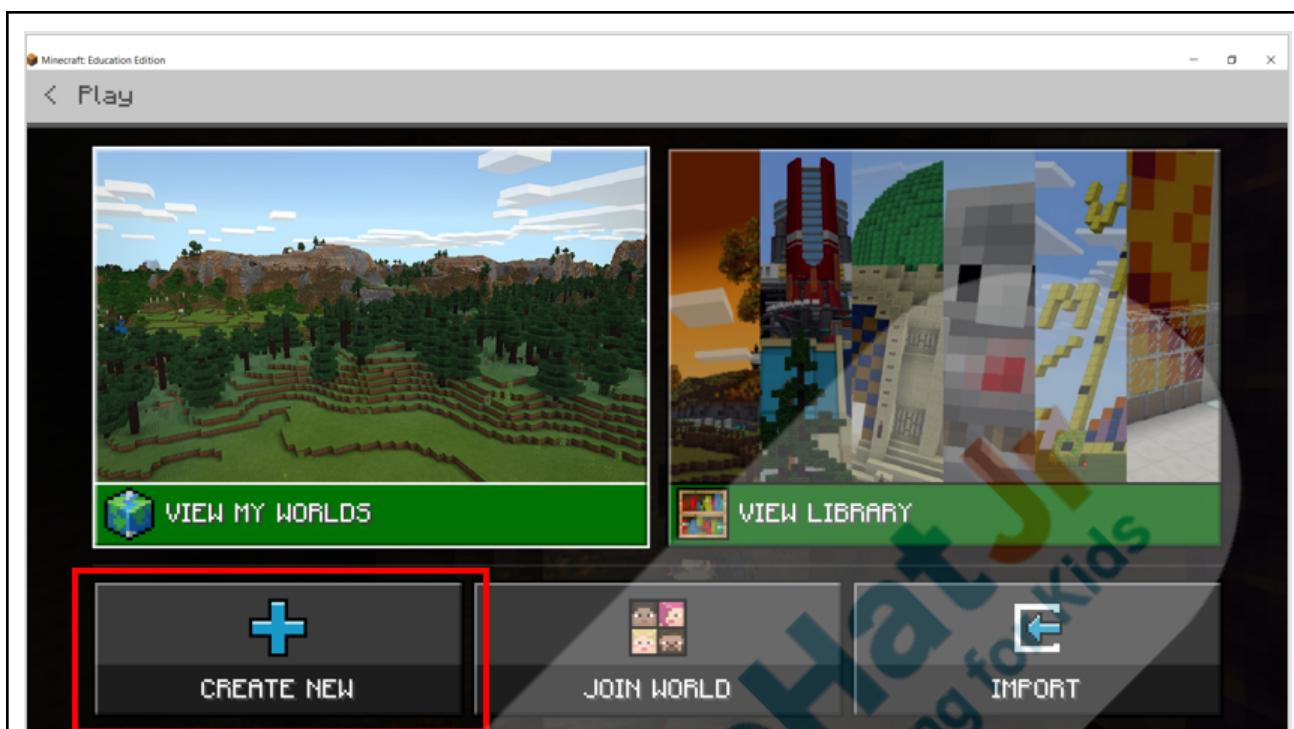
Teacher Guides Student to Stop Screen Share

Teacher Initiates Screen Share

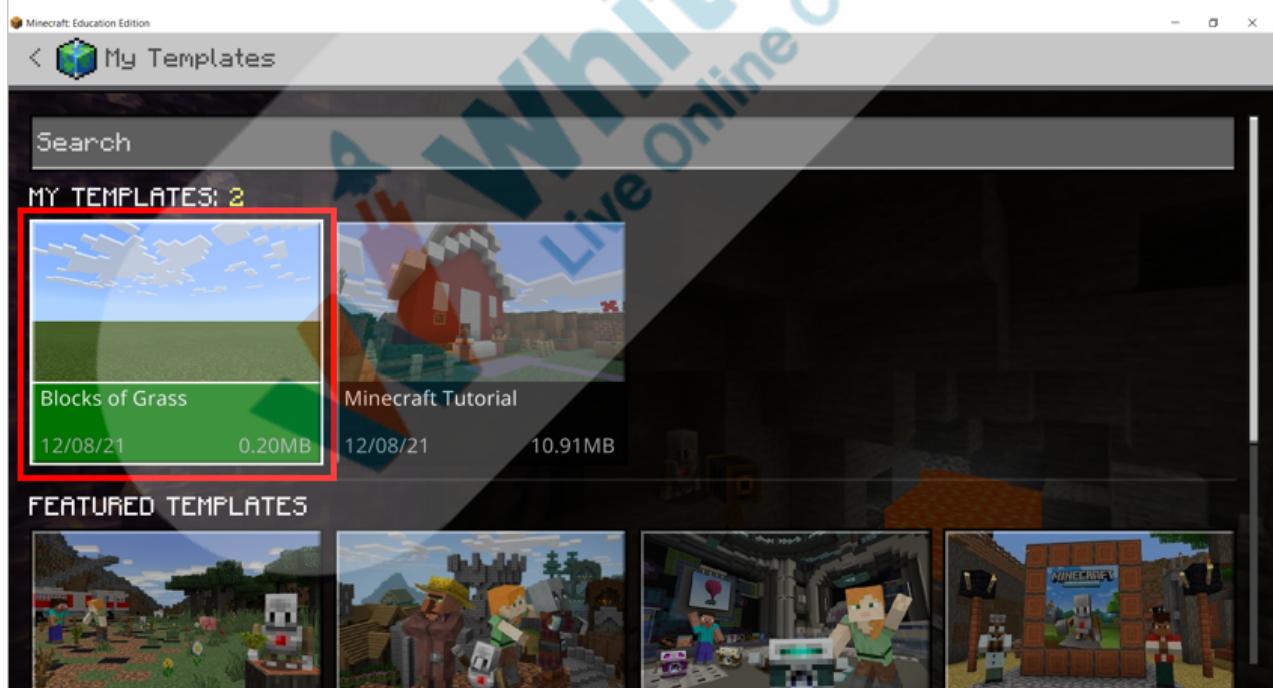
TEACHER ACTIVITY 2
(5 mins)

Ask the student to get into the Fullscreen mode

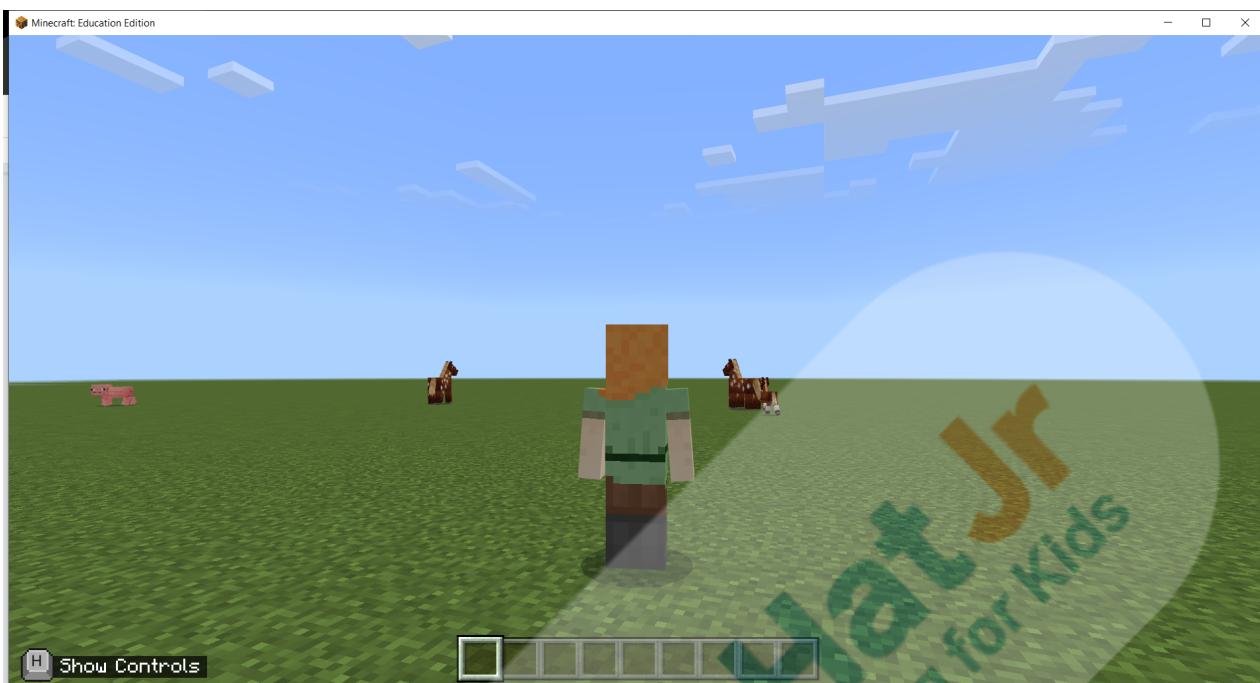
Teacher Activity 2  (5 minutes)	<p>Let's start with the new activity. Wouldn't it be amazing to make the player fly? So in this activity, we will make the player fly.</p> <p>We use Elytra for that. Let's go to Minecraft and follow these steps to give the Elytra to the Player.</p>	Teacher Activity 2 Elytra for Player
 Teacher starts slideshow from slide 7. Refer to speaker notes and follow the instructions on each slide.		
<i><The Teacher explains this activity while showing Slide no. 7 in VA></i> <p>First, open the Minecraft Education Edition.</p> <p>Steps to connect to Minecraft Education Edition:</p> <ol style="list-style-type: none"> 1. Open the Minecraft Education Edition. 2. Login with your credentials. 3. You will get the Homepage. Click on Play.  <p>4. Click on the CREATE NEW option and then select the Templates option.</p>		



5. Click on Templates and select the **Blocks of Grass** template and click on **host**.

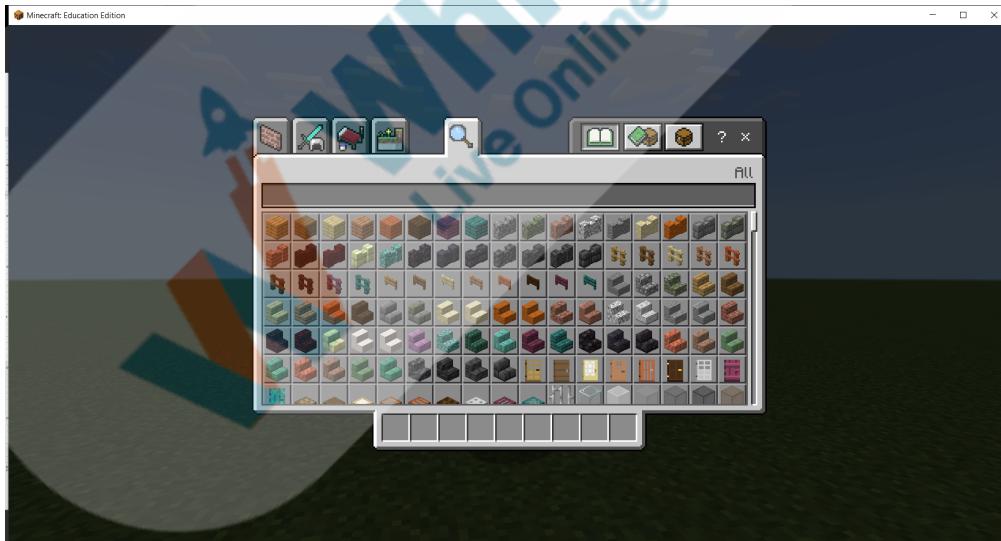


Wait for a minute for it to load the World.

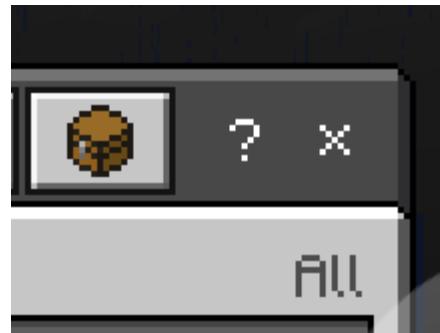


Steps to put on Elytra:

1. Press the **E** alphabet key to open the Minecraft Inventory. It will look like this when it opens:



2. Click on the Search Items tab.
3. Type “**Elytra**” in Search Items.
 - To pick the **Elytra**, left-click on it from the search items.
 - To add the **Elytra**, left-click inside the box in the Player’s Inventory.
4. Select the **Survival Inventory** option at the top right of the inventory menu.



You will see a picture of your character with boxes that allow you to change the armor that the player is wearing.



5. Drag the elytra from your inventory to the chestplate box on the left side of your character.



6. You will see that your character's appearance has changed as the elytra is worn. Press the **ESC** key.

To see the back view of the player, press **F5** or **fn +f5** ke



Steps to Glide with the Elytra:

You don't really fly with the elytra when you can “**glide through the air**” at a very fast speed. Let's see how it works:

1. Press the **SPACE** key twice (quickly).
Now, you should see the player floating above the ground.
2. Press and hold the **SPACE** key.
You should see the player going higher into the air.
3. Now, we will stop flying by pressing the **SPACE** key twice (quickly).
4. You will notice that the player is quickly falling down. While falling down, press the **SPACE** key one more time to open the elytra wings so that it starts to glide.
5. Now that the player is gliding, you can steer like you normally do.

Isn't it amazing???

Great!!!

TEACHER ACTIVITY 3 (5 mins)

Teacher Activity 3  (3 minutes)	<p><i><The Teacher shows and explains command while showing Slide no. 8 ></i></p> <p>Q Do you remember what a command is? A A command is an instruction that tells the computer what to do.</p> <p>I have a question for you. Which weather do you like the most?</p>	ESR: Varied. <p><u>Teacher Activity 3</u> <u>Weather Commands</u></p>
---	--	---

Teacher starts slideshow  from slide 9.
Refer to speaker notes and follow the instructions on each slide.

<The Teacher explains this activity while showing Slide no. 9 in VA>

Weather Commands

Note: The Teacher showcases weather commands to the student in the Minecraft World and explains the commands to the student.

Let's understand the weather commands. In different lands, we can set various kinds of weather.

There are three commands available in the Minecraft world to manage the weather:

- **clear:** It clears the sky and turns it to blue. It also stops raining/snowing.
- **rain:** It darkens the sky and starts to rain (In a snow biome, the rain will appear as snow).



- **thunder:** It darkens the sky and then it starts to rain. Thunder/lightning is displayed after that.

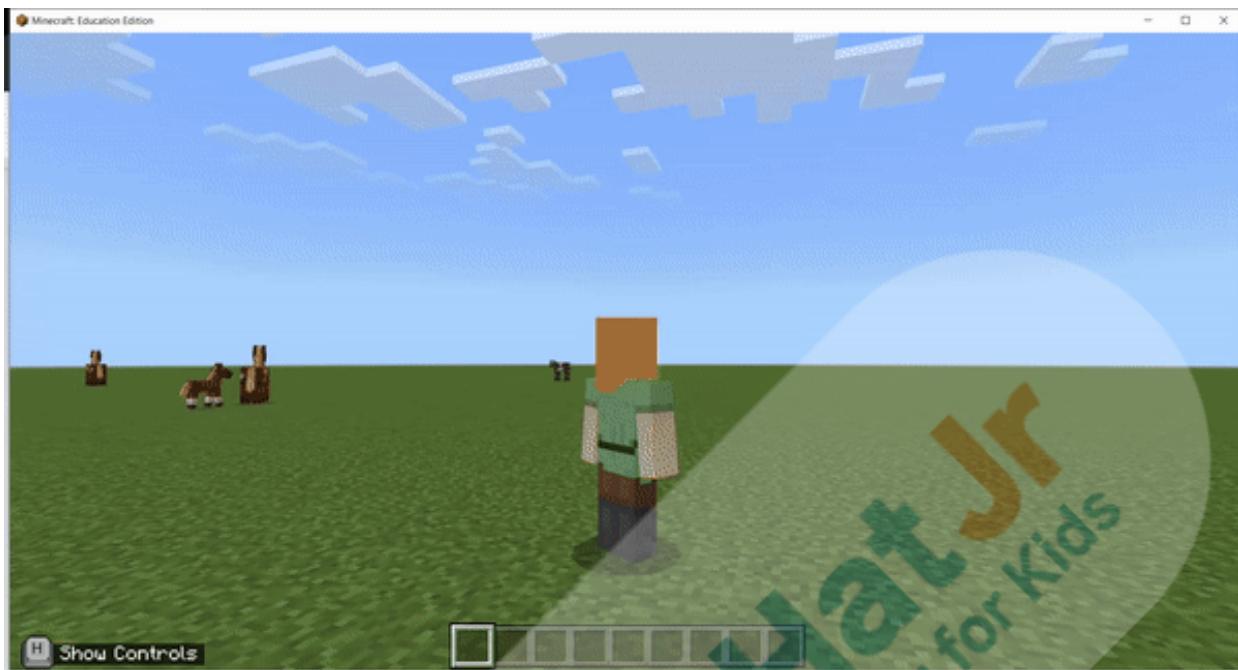
If there is rainy weather in the Minecraft world, then with just one command, we can clear the weather.

Note: Press the **T** key to open the chat command prompt.

Command Syntax: `/weather weathername`

To run the weather commands, just type:

1. `/weather clear`
2. `/weather rain`
3. `/weather thunder`



Awesome! Did you see how easy and fun it is to change the weather in Minecraft!
 Let's explore more of the Minecraft World!

You have seen inbuilt commands in Minecraft World.
 How about we make custom commands in today's class?
 We will make a custom command to call all your entities in the Minecraft World near you.

Entities are all the living characters in the Minecraft World. Shall we?

Teacher Stops Screen Share

STUDENT ACTIVITY 2
 (10 mins)

Ask the Student to start Screen Share

Student Led Activity - 2



(8 minutes)

Let's call this Activity Call Friends.

[**Teacher Activity -2**](#)
[**Call Friends**](#)



Teacher starts slideshow from slides 10 to 12.
 Refer to speaker notes and follow the instructions on each slide.

Call Friends

<The Teacher explains this activity while showing Slide no. 10 in VA>

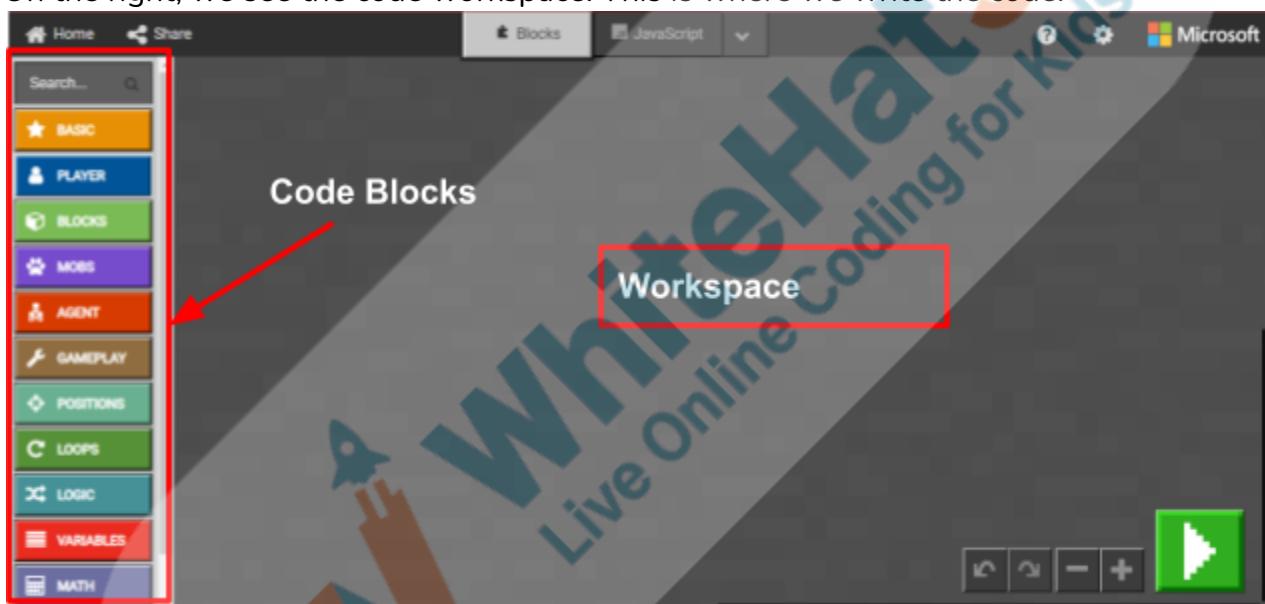
To create custom commands, We will use a new platform called **Microsoft Makecode**.

Step 1: Click on the Student Activity -2 Link. It will open up your editor, you can start writing your code here.

Let's first look at this platform,

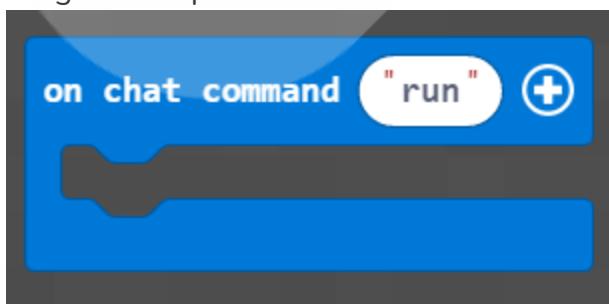
On the left, we have the code blocks.

On the right, we see the code workspace. This is where we write the code.

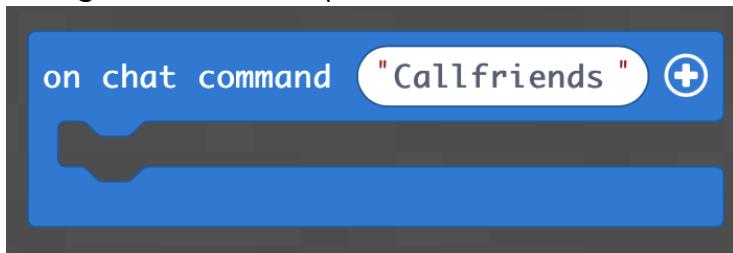


Code Blocks :

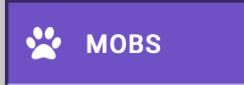
- (1) We will use the **on chat command** to give a chat command to **Minecraft World**. Drag and drop it on the editor.

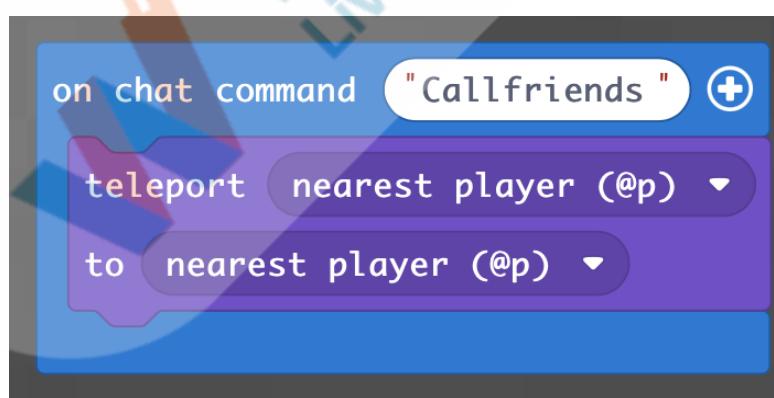


(2) Change the command parameter to **Callfriends**

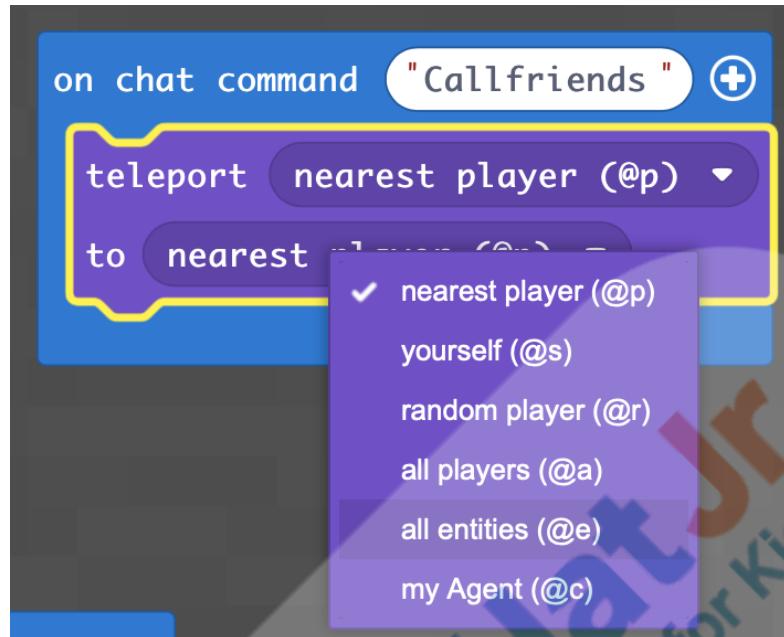


(3) As we need to get the entities to the player. We will use the teleport block from

the Mobs Tab  and place it inside the command block..



(4) Click on the first drop-down and **select all entities** as we want the entities to come to the player.



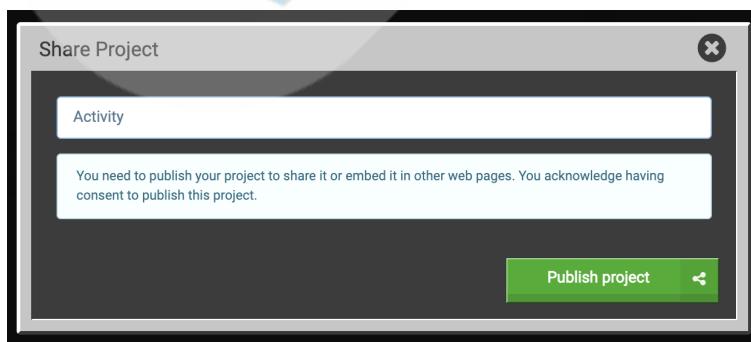
(5) Final Code,



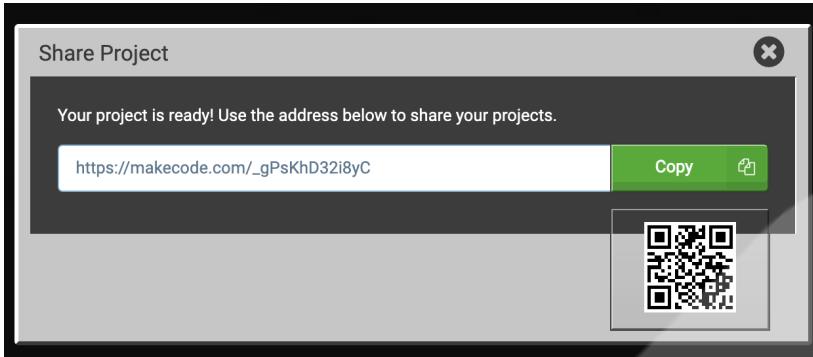
(6) To Execute the code, you need to share the code link.

Step to generate the shareable link:

1. On the left side top corner click on the share option. You will see the following screen.



2. Give a name to the project and click on publish. You will see the following screen.



3. Click on Ctrl + C and paste (Ctrl + V) it in the chat.

Student Stops Screen Share

Teacher starts Screen Share

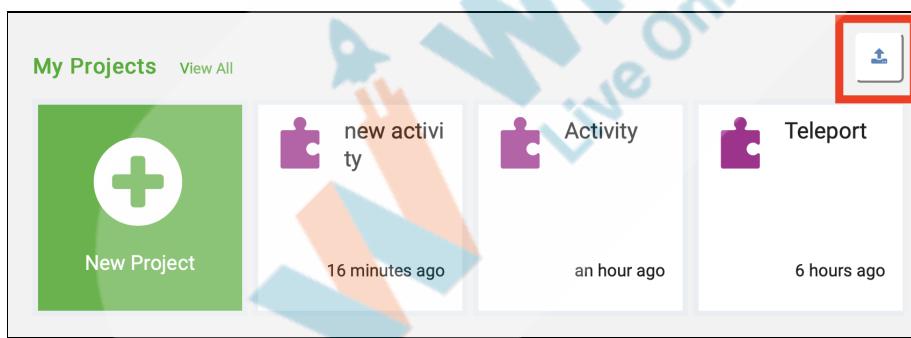
Steps to Execute the code and check:

Step 1: Copy the URL shared by the student.

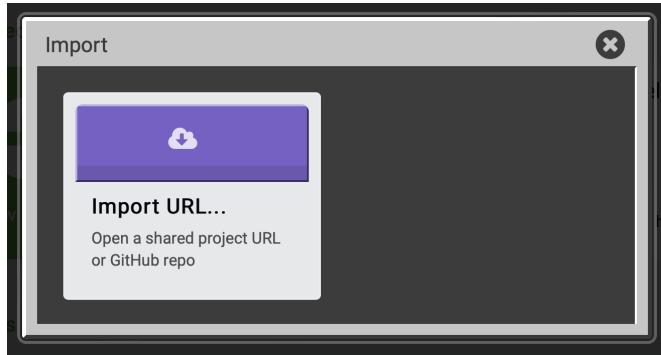
Step 2: Click on C and open the code builder.

Step 3: Click on the Microsoft MakeCode Editor.

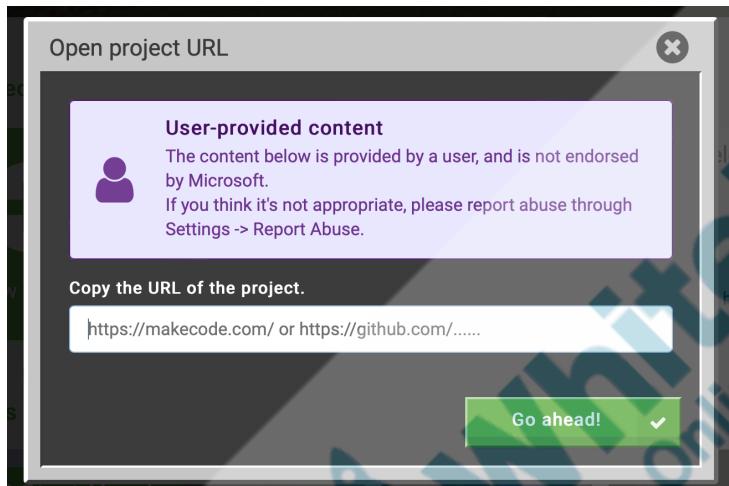
Step 4: On the right side of my projects you see the import option,



Step 5: When you click, you see the following screen. Click on the import URL button.

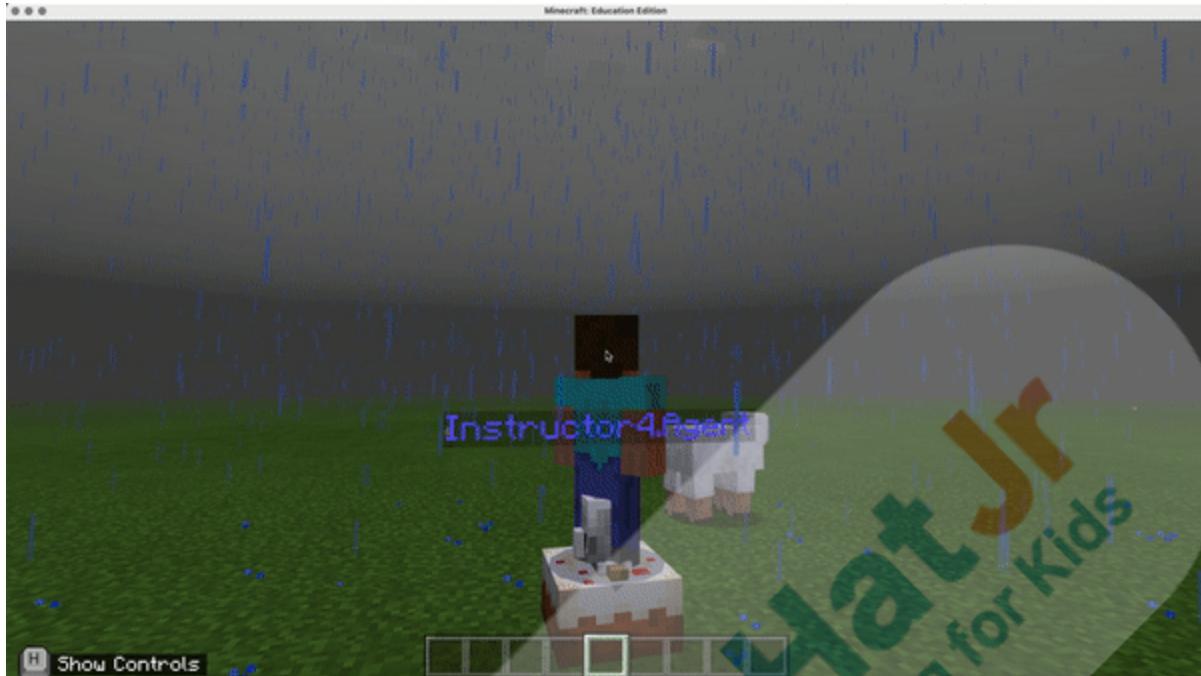


Step 6: Paste the URL here and click on Go ahead!



Step 7: Code opens on your screen. Click on the play button.

Step 8: Press the T key on your keyboard to open the chat command prompt.



Awesome! Right!

STUDENT ACTIVITY 3 (8 mins)

Now, that you have made all your entities teleport near you. Shall we give them some cake?

It sounds exciting, right?

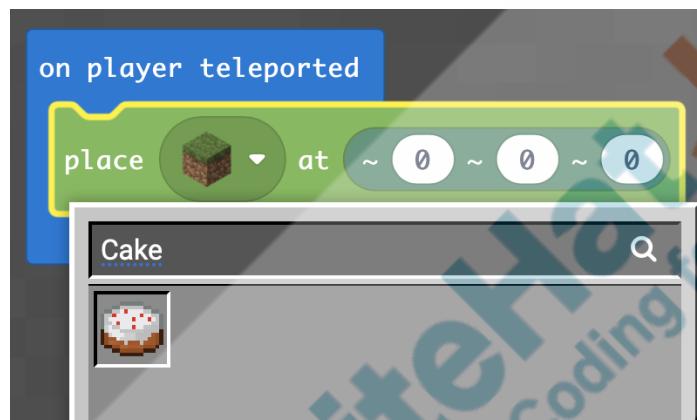
Step 1: We will use the **on player teleported** command in the **Player Section** of the Code Blocks.



Step 2: Use the **place** block from the **Blocks Section** and place it inside the **on player teleported** block.



Step 3: Select the drop-down of the grass block and type cake in the search option.



Note: Get the shareable link from the student after the code is done and then execute it on your laptop.

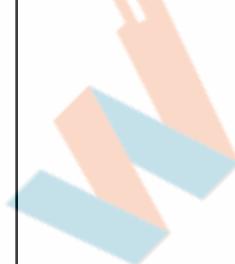
Now when you call friends you also see the cake near the player.



I want you to come back to the Panel screen now!

Note for teacher: Make sure that the kid is on the Panel screen during the Emoji reward!

You deserve a chocolate for doing so well!



**Did you enjoy the activities?
<Wait for the response>**

→ On the top-left corner, press the



→ It will open up a tray of emojis:



Press the
Chocolate Emoji.

	<p>In this class, we learned about the few blocks in Minecraft Education Edition and also learned about some inbuilt commands. In the upcoming sessions, we shall go in-depth about the blocks available in Minecraft.</p>	
<u>Wrap up</u> (8 minutes)		
	<p>Teacher starts slideshow  slide 13 to 17. Refer to speaker notes and follow the instructions on each slide.</p>	
Ask the student to get into the Fullscreen mode.		
<u>Showcase Activities</u>		
<p>The Mighty Pyramid: <i><The Teacher explains this activity while showing Slide no. 14 ></i></p> <p>This is the Building the Pyramid activity. Here, you can see, when we give a chat pyramid, in the chat command prompt, it creates a Pyramid with a door in it. We will create this activity in the coming classes.</p>		

**The Water Pool:**

<The Teacher explains this activity while showing Slide no. 15>

This is the Pool building activity, where an agent builds a pool for you! As you can see when the player gives commands to the agent, he first builds the foundation for the pool and then fills up with water as well!



Housing System:

<The Teacher explains this activity while showing Slide no. 16>

This is called the Housing system. In this activity, the player is required to build a house, the way he wants i.e. with the roof or without the roof. The player will also get to choose the blocks using which he can build this amazing house!

We will create this activity in the upcoming classes.

**The 3D Billboard Show:**

<The Teacher explains this activity while showing Slide no. 17 >

This is called the Billboard Show activity. You might have seen billboards everywhere. Here in this activity, we are trying to create a 3D figure billboard that will display messages for the players!

We will create this activity in the upcoming classes.

Minecraft Education Edition

< Back Chat and Commands

```

<Instructor2> fd
<Instructor2> fd
<Instructor2> build
<Instructor2> fill
<Instructor2> fd'
<Instructor2> fd
<Instructor2> build
<Instructor2> fd
<Instructor2> build
<Instructor2> fd
<Instructor2> build
<Instructor2> fd
<Instructor2> build
<Instructor2> fill
Changing to clear weather
<Instructor2> house 1
<Instructor2> house 1
<Instructor2> house 1
<Instructor2> house 1
<Instructor2> say 1
    
```

say 0

These are all the activities that we will perform in the upcoming classes. These are just a few examples that I have shown you related to Minecraft. But we will do lots of interesting things and make our own version of the Minecraft world and you can provide as many special powers as you want to the player. We will build our own houses, villages, and 3D structures. Also, we will build some interesting multiplayer games in the Minecraft world.



Teacher starts slideshow slides 18 to 22.

Refer to speaker notes and follow the instructions on each slide.

Ask the student to get into the Fullscreen mode.

Call the parents, introduce yourself, and celebrate the kid's accomplishment

Teacher- "Hi, I feel proud to say that today, <child's name> created his/her first activity. <child's name>, please show the activity you created today."

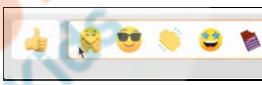
- The Student shows what he/she has created and explains the concepts learned to the parents.
- Appreciate and compliment the student for trying and making strong progress to learn to code.
- Get to know how much they like the session.

- Review and check their understanding.

So, how did you like the class today?
<The Teacher shows Slide no. 18,19,20,21
 >
 Let's quickly review what we have learned in today's class.
 Can you quickly summarize all that you have learned today?

ESR:

- With coding, we can make so many magical changes in the Minecraft world.
- We created our own custom skin using pallets and tools.
- We learned to provide instructions to the computer in the language the computer understands.
- We learned how to make the player glide through the air and give more power using an enchanted book.
- We learned how to create a simple customized (custom-made) command and

		<p>how to make the player teleport from one World to another.</p> <ul style="list-style-type: none"> → On the top-left corner, press the  icon. → It will open up a tray of emojis. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  </div> <p>Press the Clap Emoji.</p> <p>Today, we ran the code in Minecraft Education Edition. If you enroll in this course, you shall get your own Minecraft credentials, that you can use whenever you want.</p> <p>You did really well and you deserve a big round of applause!</p> <p>You completed all the activities with great creativity and you deserve a Hats-Off which gives you 10 points for showing great persistence.</p> <p>You also get a Hats-Off for being involved in the class and asking/answering some</p>
--	--	---

	<p>great questions which give you another 10 points.</p> <p>You did really well in class today doing all the puzzle challenges with great concentration. So you get another Hats Off which gives you 10 more points.</p> <p>Congratulations!! <Kid name> has done exceptionally well and <Kid's name> is the star student who got 3 out of 3 hats in the first class itself.</p>	<p>Press the Hats Off Icon for Great Persistence.</p>  <p>Press the Hats Off Icon for Great Question.</p>  <p>Press the Hats Off Icon for Strong Concentration..</p>  <p><u>Ask the parents to join, introduce yourself, and celebrate the kid's accomplishment in front of the parents.</u></p>
Student Activity 3 (Wrap-up)	<p>Ma'am/Sir, let me give you a quick summary of what we will be learning in the course. Please click on Start Slideshow.</p>	<p><u>Student Activity 3 (Wrap-up)</u></p> <p><u>Curriculum Overview</u></p> <p>Kindly refer to the Teacher Reference (Wrap-up) Curriculum Overview and check the speaker notes for the script.</p>

We all know that **Minecraft** is a very popular game and kids simply love Minecraft because they can truly build anything they imagine. The open-ended feature of the game has created a culture of makers who dream up to make new things and then learn the perseverance to bring them to life. So at <mention your organization name>, we have designed a Minecraft Game course where kids can simply learn to make changes in their own Minecraft world through two platforms, which are:

- Microsoft MakeCode.
- Tynker Modding.

This will enhance <Kid Name's> Logical and Analytical skills as <Kid Name> will apply programming fundamentals such as conditionals, functions, repetitions, variables, sequences, etc. to make mods and games that <kid name> can showcase and play with his/her friends.

The Benefit to learn coding with Minecraft:-

1. **Immersive experience-3D Modeling and Design**- While kids design their own 3D player, the mobs (elephants/horses, etc.) can be designed using the 3D Tynker tool editor in a fun way.
2. **Sparks creativity**- Unlike other games where you play the game using predefined rules, here it is all about building something unique and creating your own Minecraft Masterpiece.
3. **Easy to get started**- Minecraft has a block-based creative mode which is extremely simple. You can build anything using the blocks just like Lego.
4. **Great way to encourage and motivate your kid to get into coding** - Any popular Minecraft game can also be modified to create your own custom game. This is popularly called 'Modding'. As kids build mods and create addons for Minecraft, they learn to code, think critically, and write programs. They start seeing coding as a tool that they can use to bring anything in their imagination to life.
5. **Encourages collaboration**- Friends start playing the Minecraft game your child has created and they start adding their own touch to it and collaborate together in their private and secured server thereby learning collaboration and communication skills.

Why enroll with us?

1. <Kid name> will get his/her own private Minecraft credentials to create and test the mods.

2. Modding on the Tynker and Microsoft MakeCode Platform is very easy as it eliminates the need to compile Java files, set up servers, or open network ports for friends. It allows us to rapidly create the mods and deploy them on the Minecraft server with a single-click.
3. A unique block-based visual coding approach eliminates frustration for beginners.



Note: Appreciate the parents and the kid for their presence and bid a proper bye.

Teacher Clicks

✗ End Class

Activity Links		
Activity No.	Name of the Activity	Link
Teacher Reference Visual Aids	Visual Aid	h https://s3-whjr-curriculum-uploads.whjr.online/5e1e7d06-4f19-4c2a-ba15-293ee0c442eb.html
Student Reference Visual Aids	Visual Aid	https://s3-whjr-curriculum-uploads.whjr.online/dc3aa4c1-2b20-4ea1-af0e-d6bce4bb3b9.html
Teacher Activity 1 Sample Output	Design Player skin	https://www.tynker.com/get/myrpl8e7
Teacher Activity 2 Reference Video	Elytra	https://s3-whjr-curriculum-uploads.whjr.online/6844d371-c70e-4c1a-8ad3-

		5bf04ffc0631.mp4
Teacher Activity 3 Reference Video	Weather commands	https://s3-whjr-curriculum-uploads.whjr.online/bdcd370d-2105-4ca7-8c22-7d634e3e4bc2.gif
Student Activity 1 Blank Template	Design Skin	www.tynker.com
Student Activity 2 Blank Template	Call Friends	https://makecode.com/_CVHHyE2otfCK
Teacher Activity 2 Reference Code	Call Friends	https://makecode.com/_bxP6h2M5EhLU
Student Activity 3 (Wrap up)	Curriculum Overview	https://s3-whjr-curriculum-uploads.whjr.online/4c229124-4523-4f91-9fca-34b12b03b562.html
Teacher Reference (Wrap up)	Curriculum Overview with notes	https://s3-whjr-curriculum-uploads.whjr.online/1a086476-5798-4b29-9d2e-63f1a6a49514.html
Student Reference	COURSE PDF	https://s3-whjr-curriculum-uploads.whjr.online/6456c73a-5394-475c-9a88-3238079d71c7.pdf

Glossary for Teacher Reference

S. No.	Abbreviations / Technical terms	Explanation
1	UI	The user interface (UI) is the point of human-computer interaction and communication in a device. which we as a user use to see on the screen and use them for interacting with our system like buttons, text input, images, dropdowns, etc.
2	UX	User Experience. It is the way of design for the end-users to experience the app or website. It helps us to know what will be the user's experience, his point of view for our product here, in this case, maybe our mobile application, mobile game, etc.
3	Algorithms	It is a set of rules that must be followed when solving a particular problem
4	Binary	Binary means something close to dual or double. The binary is a code of zeros and ones (computer programming) also known as base two.
5	Variables	A variable is a quantity that may change within the context of a mathematical problem or experiment.
6	Conditional Loop	Conditional loops are a way to repeat something while a certain condition is satisfied, or True.
7	Function	A function is a block of organized, reusable code that is used to perform a single, related action.
8	API	API is the acronym for Application Programming Interface, which is a software intermediary that allows two applications to talk to each other
9	URL	URL stands for Uniform Resource Locator. A URL is nothing more than the address of a given unique resource on the Web

10	IDE	An integrated development environment (IDE) is software for building applications that combines common developer tools into a single graphical user interface (GUI).
11	AI	Artificial intelligence (AI) refers to the simulation of human intelligence in machines that are programmed to think like humans and mimic their actions.
12	ML	Machine learning is an application of artificial intelligence (AI) that provides systems the ability to automatically learn and improve from experience without being explicitly programmed
13	NLP	Natural Language Processing, or NLP for short, is broadly defined as the automatic manipulation of natural language, like speech and text, by software.
14	GUI	A graphical user interface (GUI) is a type of user interface through which users interact with electronic devices via visual indicator representations.
15	Database	A database is an organized collection of structured information, or data, typically stored electronically in a computer system
16	Native Apps	A native app, or native application, is a software application built in a specific programming language, for the specific device platform, either iOS or Android.
17	Github	GitHub is a code hosting platform for collaboration and version control. GitHub lets you (and others) work together on projects.
18	Capstone Class	These are revision classes placed after some classes such as C8, which has the intention to revise all the concepts which have been taught in previous classes
19	Report card	Report card is something which we use to provide after analyzing the kid on various parameters like his creativity, Logic building, Concentration, Coding Proficiency.
20	Space tech	Space tech classes & projects are usually those classes in which the activity is based on the concepts and facts of space technology. Example: Sun-Earth Simulation etc
21	Simulator	A simulation is an approximate imitation of the operation of a process or system; that represents its operation over time

22	APK	APK stands for Android Package Kit and it's the file format that Android uses for its apps; much like Windows EXE files.
23	Code.org	Code.org is a programming platform that is used to create interactive animations, games, mobile applications, and many more within built labs which are available like Game lab, App lab, Sprite lab, Artist lab, etc.
24	Arduino	Arduino is an open-source electronics platform based on easy-to-use hardware & software.
25	HTML	HTML is the standard markup language for creating Web pages. HTML describes the structure of a Web page
26	CSS	CSS stands for Cascading Style Sheets. CSS describes how HTML elements are to be displayed on the screen, paper, or in other media.
27	JS	JavaScript is a scripting language that enables you to create dynamically-updating content, control multimedia, animate images, and pretty much everything else.
28	Backend	The "backend" refers to any part of a website or software program that users do not see. In programming terminology, the backend is the "data access layer,".
29	Python	Python is an interpreted, high-level and general-purpose programming language. Created by Guido van Rossum and first released in 1991
30	Rover Circuits	We will be using Rover Circuits for circuit simulations to simulate component behavior & used to measure circuits and to evaluate them. New designs can be tested, evaluated & diagnosed without actually constructing the circuit or system.
31	Circuit Simulation	It is a technique where computer software simulates the behavior of an electronic circuit or system.
32	Flappy Bird	This game uses the concepts which are taught in the previous classes, where we have to prevent the bird to hit any object touching the ground
33	Bouncing Ball	"In this game, we Integrate all coding concepts--Sequence, Variables, Events, and Animations and create a bouncing ball game

34	Health App	Build a health app to calculate various parameters which help people track their health.
35	Chat App	Students learn to integrate industry-grade database service to their app, learn to code with a focus on privacy protection and UI/UX design, building towards creating their own chat app.
36	School Blog	Students work on building a responsive website by applying bootstrap classes to all the elements of the website.
37	Kwitter	Here we apply every concept of front-end development to build a social website while integrating google firebase in the backend.
38	School App	Kids learn to make the e-portfolio website by applying bootstrap classes to all the elements of the website thus developing advanced UX design Skills.
39	Rocket Launcher	Here we learn to create a 3D model of ISRO PSLV using the tinkercad website
40	Solar system	We learn to simulate the effect of astrophysical concepts of solar distance and to express it in terms of light minutes and light-years and create a scale model of our solar system.
41	Sun-Earth System	Here we learn to simulate the effect of astrophysical concepts like Astronomical Unit(Solar Distance) and orbital speed on the Sun-Earth System through coding.
42	My Selfie App	In this app we will make a native application that converts speech to text, and take a selfie if we have said "take my selfie"
43	Image filter app	kids learn to import pre-trained net models to perform real-time image processing leading to a better understanding of efficient models
44	AI-DJ App	In this we will learn, making an AI DJ Web App using this posenet model of ml5.js, ml5.js library, and p5.js library.
45	AI-Ninja Game	Apply all the concepts of machine learning for creating an AI Ninja Game and making it work on neural networks thus learning to apply AI in real life.
46	Self Driving Car	In this, students will learn various attributes considered while programming a self-driving car, incorporating the sensors which are used in self-driving cars, applying advanced logic for following the

		traffic rules, object detection, and making the car smart enough to drive on its own for conducting a self-driving car simulation.
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How to ace a trial class



Connectivity and Power

- ▶ Internet speed 20 Mbps
- ▶ Laptop always charged
- ▶ Power backup for router



Camera and Headsets

- ▶ Camera on while teaching
- ▶ Use a separate headset with inbuilt microphone
- ▶ Microphone 3 inches away from mouth



Class personalisation

- ▶ Address students by their name
- ▶ Give examples related to their hobbies and interests
- ▶ Engage them in class



Communicate better

- ▶ Moderate Speed of speech
- ▶ Facial Expressions and hand gestures
- ▶ Modulate tone to stress on important things



Use Table and Chair

- ▶ Be seated on a chair
- ▶ Laptop 1.5 feet away on the table
- ▶ Laptop Camera level just above eyes



Background and Ambience

- ▶ Clean and light colored background
- ▶ Well lit room
- ▶ Light source in front