Day 1 Priorities:

Iron Farm

Cow Pit

Villager Breeder

Sugar Cane Farm

Looting, Silk Touch, Mending, Unbreaking

Gather:

* Wood Types
* Bamboo
* Dripstone for Lava
* Moss
* Allay
* some coral
* Nether Wart

Day 2:

Map Seed

Geode

Ancient City

Trial Chamber

Blue Ice

Overworld Mob

Begin Collecting Material for Shulker, Gold Farms

Wool Farm

Netherite

Stone Farm

Bonemeal Farm