

#### Day 1

- Get a general idea of what kind of experience each kid has with minecraft(PE vs PC vs console version, mods, etc.)
- Go over the basics of minecraft coordinate system(x, y, z)
- Get everybody comfortable with the commands for the server that they are on(Bukkit or PocketMine)
- Get first group of kids on laptops to create designs to print(We can still use mineways to load the levels from the laptops)

#### Day 2

- Build challenge- some sort of jumping/puzzle course
- Start printing designs
- Keep pulling small groups on laptops for 3d Printing

#### Day 3

- Short build challenge to get everyone together
- Get them together on building a big hunger games arena- could take all day
- Try to finish up with everyone's first 3d design to make sure they get printed in time
- Pull small groups aside to do redstone

1. basic redstone logic gates
2. [http://minecraft.gamepedia.com/Tutorials/Basic\\_Logic\\_Gates](http://minecraft.gamepedia.com/Tutorials/Basic_Logic_Gates)
  - a. NOT
  - b. AND
  - c. OR
  - d. NAND
  - e. NOR

#### Day 4

- Try to finish the prints up today
- See if anybody wants to do a second 3d print- warn them they may not get it immediately
- Finish building/play the hunger games they built yesterday
- Redstone build challenge

#### Day 5

- Pretty much free play day
- Wrap up any last prints
- Do smaller build challenges
- Give out tech em t-shirts/3d prints