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
         1. NOT
         2. AND
         3. OR
         4. NAND
         5. 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