LEARN TO CODE WITH COMMANDS

An engaging and interactive way to teach coding and computational thinking to your students

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Minecraft Education Coding Cards

The cards are designed to support students in developing algorithms whilst learning commands. The cards are divided into three coloured groups:

Green Beginners

Orange Intermediate

Purple Advanced

Blue Expansion

The cards can be arranged using any possible colour combination. You may exclude the intermediate and/or advanced cards depending on your year level or curriculum needs. The additional expansion pack can be used for differentiation or a second unit of work. The complementary resources, including the OneNote and training world, also allow for teaching adjustments.

The cards are then divided into five sections designed to write coding algorithms using Minecraft commands.
These include:

IF/ON Statements

IF Statements

THEN Statements

Commands

Additional Statements

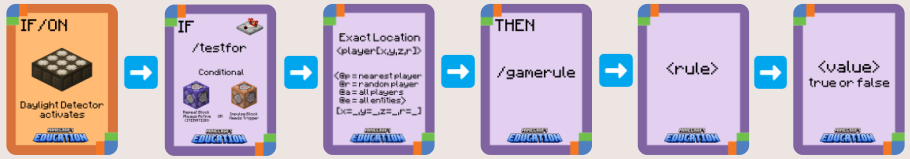
By either using an additional pack of cards or a different command, you can create adjustments or longer algorithms by using the additional statement cards.

Running an unplugged activity is simple. Students must place the cards correctly to develop a statement that works. You could either provide students with a written statement, such as the example below or describe a scenario:

IF/ON a pressure plate is activated ➡ THEN teleport (/tp) ➡ the nearest player (@p) ➡ a particular position.

This activity could also be done in reverse. As the cards get more difficult, they require a greater understanding of computational language and numeracy skills. For example, the following statement would match the following card combination.

IF/ON a daylight detector activates ➡ IF /testfor ➡ the nearest player (@p) within an exact location, at a radius of 3 ➡ THEN change /game rule ➡ allow mobs ➡ true.



As students engage with the course, they learn the elements required for each command. These are called variables. There are too many to name here; however, a full list is available in the free OneNote lesson plan or on our website.

Command Variables

For example, there are 29 different effect commands whereby the chosen effect can be custom set to a particular strength and time. A student may use the following cards in activities; however, they would write the following statement in planning their algorithms for their own game.

Cards:

Written:

IF/ON a tripwire and string are stood on ➡ THEN apply an /effect ➡ to the nearest player (@p) ➡ for night_vision ➡ amplified to 10 ➡ for 30 seconds.

Each pack contains a welcome card with a link and password giving you access to an extensive range of exclusive support resources and activities including PowerPoints activities and follow along video activities.

Command Combinations

Expansion Pack