Hour of Code: Minecraft Lesson Plan/Description

The Hour of Code: Minecraft activity will introduce students to coding conventions in a fun and engaging way. They will not learn coding as many computer scientists know it but it is a very fun, basic introduction to how it works and what it looks like. The activities start off quite easily and progress in difficulty as more and more levels are passed. There are options roughly halfway through however so students are able to manually select the difficulty at which they want to proceed. With this option students who excel can challenge themselves a bit more compared to those who may struggle with it at first.

For students that have played minecraft before, they may find special interest in this activity. A lot of different students could find this activity fun however but especially those who enjoy gaming. No prior knowledge of the game or how it works is needed to comprehend the levels though so anyone can work their way through all activities. In addition to written instructions and activities to complete, there are videos of the game's creators describing how the levels themselves relate to the creation of the game. These were particularly interesting in my opinion and part of what makes this activity so different from others that students may have seen in the past.

The levels are structured so that some background information is given, then instructions are presented to the students explaining how to structure their code to complete each given task. It is a drag and drop structure where students can take chunks of code, stack them, and make their character complete various tasks required to pass the level. There are unlimited attempts for each level so students do not need to worry about messing up and being sent back or anything like that. The teacher can use the answer key to help students along as they reach problems or get stuck. Ultimately they can work through the levels and feel free to explore the basics of coding in a fun way!