In the standalone Adventure Maps expansion course, students design an expansive Minecraft® world from the ground up and then code all the game's functionality using command block programming. This visually intuitive method of coding is easy for beginners, but powerful enough to design new functionality for their game. At the end of the expansion pack, they will have their own polished adventure map that they created from scratch.

This is a project-based experience in which students take on the role of creator. In addition to technical skills, students develop the creative, critical thinking, and problem-solving skills necessary to build amazing projects from start to finish. Throughout the expansion pack, students work with industry-standard tools used by professionals. If they need any help along the way with their coursework or projects, students can reach out to experts for support by email, chat, or phone.

By the end of this course, students will have built an original, professional-grade project and developed the knowledge, skills, and confidence to become creators on their own, either in further study or professionally.

Length: One semester

UNIT 1: WELCOME TO MOD DESIGN 1: ADVENTURE MAPS

LESSON 1: CRAFT A HOUSE

Study: Craft a House

Choose your theme and import your first structure into the world.

Duration: 1 hr Scoring: 0 points

Review: Craft a House Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: MAKE THE VILLAGE

Study: Make the Village

Fill out the village with a wall, houses, a path and vegetation.

Duration: 1 hr Scoring: 0 points

Review: Make the Village Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: WRAP UP

Practice: Troubleshooting

Fix a broken file.

Duration: 1 hr Scoring: 15 points

Quiz: Quiz

Take a quiz to assess your understanding of the material.

Duration: 0 hrs 20 mins Scoring: 10 points

Explore: Bonus Content

Explore extra content from the unit.

Duration: 0 hrs 30 mins Scoring: 0 points

UNIT 2: COMMAND THE TOWN

LESSON 1: TITLE TIME

Study: Title Time

Have a title appear at the beginning of your game.

Duration: 1 hr Scoring: 0 points

Review: Title Time Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: THE VILLAGE PEOPLE

Study: The Village People

Use new commands and redstone comparators to summon NPCs who talk to you in the village.

Duration: 1 hr Scoring: 0 points

Review: The Village People Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: FILL THE GATE

Study: Fill the Gate

Use wireless redstone commands to open and close a massive gate.

Duration: 1 hr Scoring: 0 points

Review: Fill the Gate Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: IF/ELSE LOGIC

Study: If/Else Logic

Use if/else logic to make the gatekeeper act correctly.

Duration: 1 hr Scoring: 0 points

Review: If/Else Logic Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 5: WRAP UP

Practice: Troubleshooting

Fix a broken file.

Duration: 1 hr Scoring: 15 points

Quiz: Quiz

Take a quiz to assess your understanding of the material.

Duration: 0 hrs 20 mins Scoring: 10 points

Explore: Bonus Content

Explore extra content from the unit.

Duration: 0 hrs 30 mins Scoring: 0 points

Project: Checkpoint

Present your course project for review.

Duration: 0 hrs 15 mins Scoring: 30 points

UNIT 3: JOURNEY TO THE CASTLE

LESSON 1: WORLDWIDE DESIGN

Study: Worldwide Design

Fill out entire valley with trees and new gameplay elements.

Duration: 1 hr Scoring: 0 points

Review: Worldwide Design Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: MOBS? CHECK!

Study: Mobs? Check!

Summon mobs groups and add checkpoints throughout the map.

Duration: 1 hr Scoring: 0 points

Review: Mobs? Check! Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: CLONE-IMATION

Study: Clone-imation

Use the clone command to make a frame by frame animation.

Duration: 1 hr Scoring: 0 points

Review: Clone-imation Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: WRAP UP

Practice: Troubleshooting

Fix a broken file.

Duration: 1 hr Scoring: 15 points

Quiz: Quiz

Take a quiz to assess your understanding of the material.

Duration: 0 hrs 20 mins Scoring: 10 points

Explore: Bonus Content

Explore extra content from the unit.

Duration: 0 hrs 30 mins Scoring: 0 points

UNIT 4: THE BOSS BATTLE

LESSON 1: BEAT THE BOSS

Study: Beat the Boss

Summon a boss and a win condition.

Duration: 1 hr Scoring: 0 points

Review: Beat the Boss Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: VARIABLE VICTORY

Study: Variable Victory

Create the conditions for victory.

Duration: 1 hr Scoring: 0 points

Review: Variable Victory Review

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: STANDARDS OF EXCELLENCE

Study: Standards of Excellence

Align your project to the standards of excellence.

Duration: 1 hr Scoring: 0 points

LESSON 4: UPLOAD AND PACKAGE

Project: Upload and Package

Upload your project for review.

Duration: 1 hr Scoring: 100 points

LESSON 5: WRAP UP

Practice: Troubleshooting

Fix a broken file.

Duration: 1 hr Scoring: 15 points

Quiz: Quiz

Take a quiz to assess your understanding of the material.

Duration: 0 hrs 20 mins Scoring: 10 points

Explore: Bonus Content

Explore extra content from the unit.

Duration: 0 hrs 30 mins Scoring: 0 points

UNIT 5: ADVANCED TOPICS

LESSON 1: COMBINE WITH YOUR MOD

Study: Combine with Your Mod

Integrate items into boss battle, the title, and other gameplay mechanics.

Duration: 1 hr Scoring: 0 points

LESSON 2: MUSIC

Study: Music

Add music to the game.

Duration: 1 hr Scoring: 0 points