

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
- Lesson 2: Make the Village
- Lesson 3: Wrap Up

## UNIT 2: COMMAND THE TOWN

- Lesson 1: Title Time
- Lesson 2: The Village People
- Lesson 3: Fill the Gate
- Lesson 4: If/Else Logic
- Lesson 5: Wrap Up

## UNIT 3: JOURNEY TO THE CASTLE

- Lesson 1: Worldwide Design
- Lesson 2: Mobs? Check!
- Lesson 3: Clone-imation
- Lesson 4: Wrap Up

## UNIT 4: THE BOSS BATTLE

- Lesson 1: Beat the Boss
- Lesson 2: Variable Victory
- Lesson 3: Standards of Excellence
- Lesson 4: Upload and Package
- Lesson 5: Wrap Up

## UNIT 5: ADVANCED TOPICS

- Lesson 1: Combine with Your Mod
- Lesson 2: Music