North Carolina CTE

Coding in Minecraft - Advanced

Introduction to MakeCode with Minecraft CY32.1	**1.01**	**Navigating the Minecraft environment** CY32.1.01
	1.02	**Creating/Importing a Minecraft world** CY32.1.02
	1.03	**Connecting to MakeCode** CY32.1.03
	1.04	**The basics of MakeCode blocks** CY32.1.04
	1.05	**Understand the role of the Agent** CY32.1.05
Writing computer algorithms CY32.2	**2.01**	**Understand what an algorithm is** CY32.2.01
	2.02	**Write an algorithm** CY32.2.02
	2.03	**Understand the requirement for thorough instructions in computer programs** CY32.2.03
Moving to JavaScript CY32.3	**3.01**	**Understanding text-based programming language** CY32.3.01
	3.02	**Be able to identify equivalent JavaScript code for MakeCode blocks** CY32.3.02
	3.03	**Be able to make modifications to JavaScript code to affect the output** CY32.3.03
JavaScript Loops CY32.4	**4.01**	**Identify and modify Repeat loops in JavaScript** CY32.4.01
	4.02	**Identify and modify While loops in JavaScript** CY32.4.02
	4.03	**Identify and modify For loops in JavaScript** CY32.4.03
JavaScript Logic CY32.5	**5.01**	**Identify and modify IF THEN and IF THEN ELSE statements in JavaScript** CY32.5.01
	5.02	**Use Comparison operators in JavaScript** CY32.5.02
	3	**Use Boolean operators in JavaScript** CY32.5.03

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Errors CY32.6	**6.01**	**Define and Identify Semantic Errors** CY32.6.01
	6.02	**Define and Identify Syntax Errors** CY32.6.02
Project CY32.7	**7.01**	**Design and develop a programmatic solution for a problem** CY32.7.01