

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

5.03 Use Boolean operators in JavaScript CY32.5.03

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