PAAC

Parents of African American Children

Standing in the Gap

& s-1

MINECRAFT
PANDA BLOCK PARTY!!!

Welcome to the P.A.A.C. & s-1's Minecraft summer workshop series. We are looking forward to building together!

MINECRAFT IS A SPACE FOR ART, CREATIVITY, COLLABORATION, MUSIC MAKING, SELF-EXPRESSION AND PLAY.
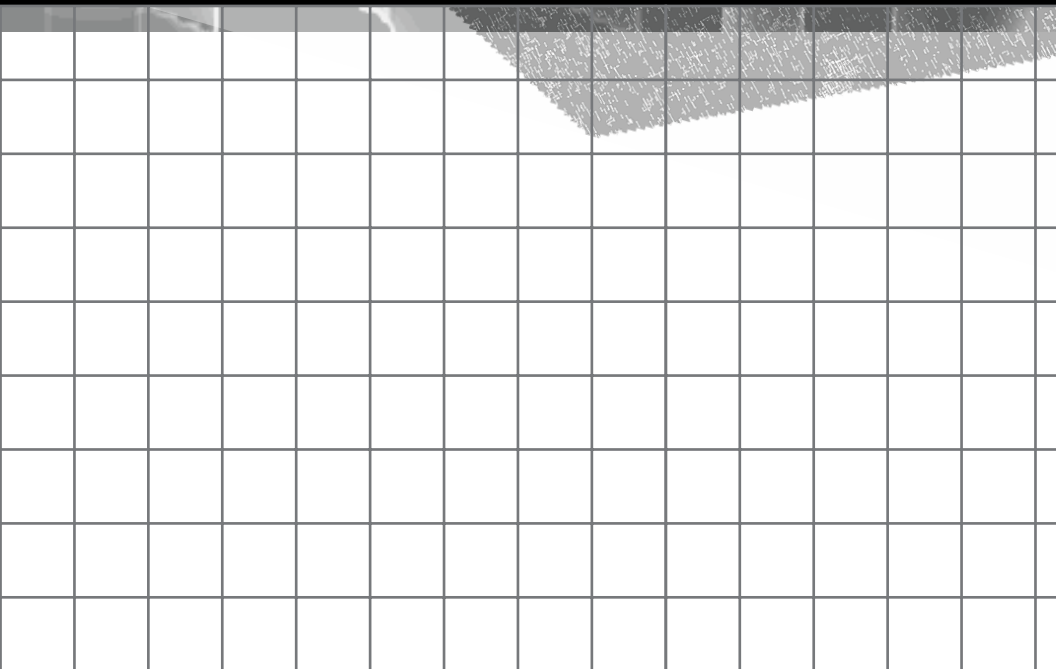
In our first session, we will learn the basics of movement and building in Minecraft. In the next sessions, we will use those skills to make sculptures and music through guided activities and open exploration. This booklet contains information to help you get started.
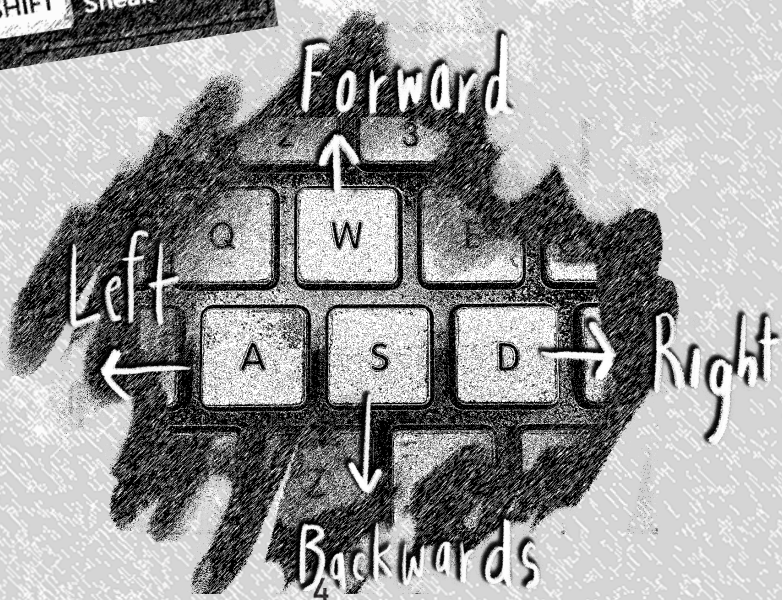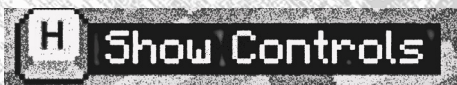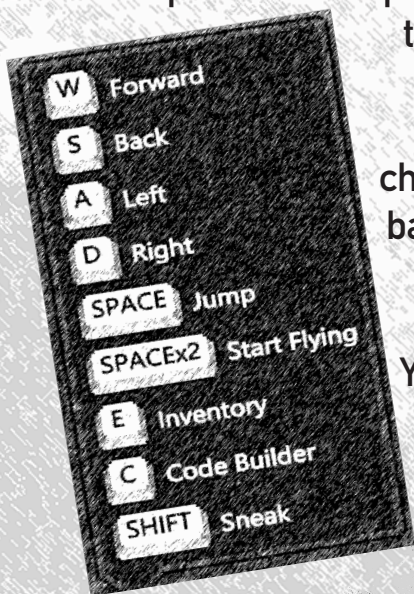
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NOTES & CODES

MOVING AROUND IN MINECRAFT

Keyboard & Mouse Movement

In Chromebook, PC and Mac versions of Minecraft, we usually use the keyboard and mouse to move, though it is also possible to play using game controllers and touchscreens. We'll stick to the keyboard and mouse controls. The keys **W A S D** move your character forward, left, right and backward, respectively. You can press **H** to Hide or Show the controls on-screen. Your character's field of view is

W	Forward
S	Back
A	Left
D	Right
SPACE	Jump
SPACEx2	Start Flying
E	Inventory
C	Code Builder
SHIFT	Sneak

H Show Controls

Forward

Left

Right

Backwards

controlled by moving the mouse. Move the mouse cursor to look around, and to turn your character.

Press spacebar to jump.
In the game setting we're playing in, called "creative mode," **you can double tap the spacebar to start flying.** While flying, your character hovers in mid-air. **W A S D** still moves your character forward, left, right and backward. **Press and hold the spacebar to fly higher, or press and hold Shift to fly lower. Double tap the spacebar again to stop flying.**

OPENING THE INVENTORY

Your character has an "inventory" of items and building materials. In Creative Mode, your inventory is unlimited,

and you have access to every material. Press E to open your inventory. You can browse inventory items by clicking on tabs, or you can search for specific items. As an example, **click on the "search" tab** (represented by a magnifying glass) and type "redstone" in the text box. Only the items with the word "redstone" in the name will appear.

USING THE TOOLBAR

You can click and drag any item or material from the

inventory to the toolbar to use it in game. The toolbar has nine 'slots', and represents the items you can use during gameplay. For example, try dragging a "Block of Redstone" from the inventory to the first toolbar slot.

Once you close the inventory **(press E),** the Block

of Redstone will still be in your toolbar. You can select any item in your toolbar by either scrolling your mousewheel, or by pressing the number keys 1 through 9 on your keyboard. **Pressing 1 selects the item in the first toolbar slot,** 2 **selects the second, and so on.** The gameplay interface shows a large outline around the toolbar item you have selected, and your character also holds that item in the game world.

PLACING AND BREAKING BLOCKS

To place any block, material or item, move to the area you want to place something, "look" at the surface you want to place it on, and right click. I**f you are close enough to a surface to place a block on it, you'll see a faint black square showing where the item will appear. Right click to place an item.**

If you've misplaced something and need to change it, **left click to destroy any block, material or item you have placed.** You can stack blocks or line them up next to one another to create unique structures.

BUILD A CREATURE

What is your favorite animal?

Do you have an animal that you admire?

Have you ever imagined your own creature before?

Today you will build your own creature (real or fictional) in Minecraft!

Since Minecraft uses a grid system, we should first plan on paper how you will build your design.

Start with the top view and draw what your creature looks like from the top.

Each block of the grid should be one color representing one color block in Minecraft.

What does your creature look like from the front?

What does your creature look like from the right and left?

What does your creature look like from the back?

Try to make sure that one view makes sense from another view.

Don't worry if you don't get it exactly right, this exercise is mostly to help you start!
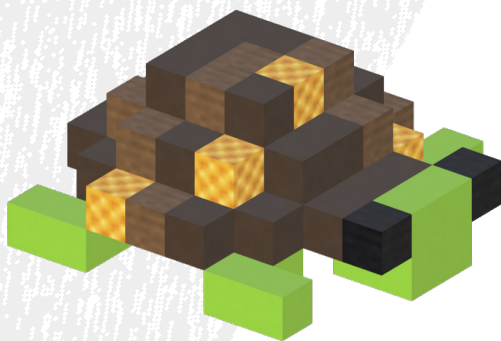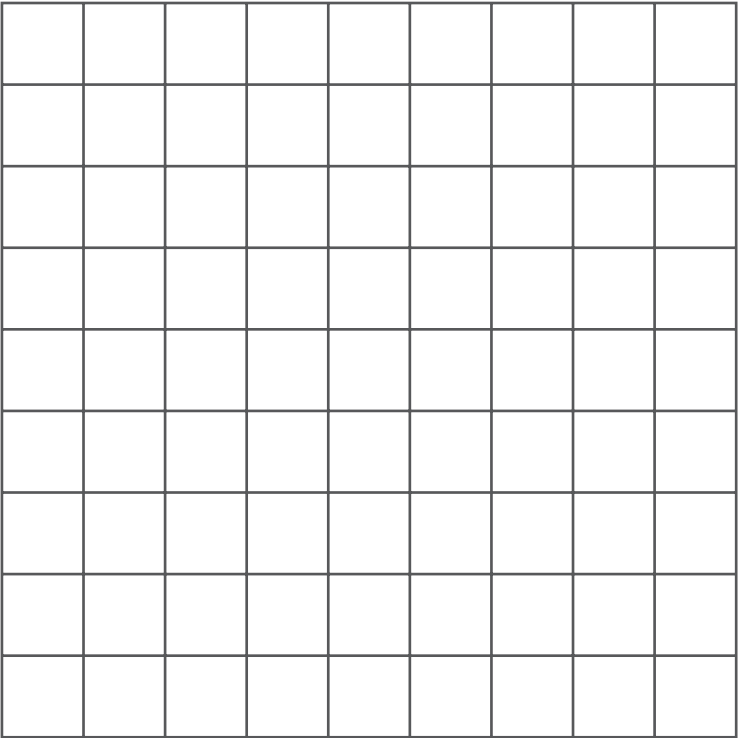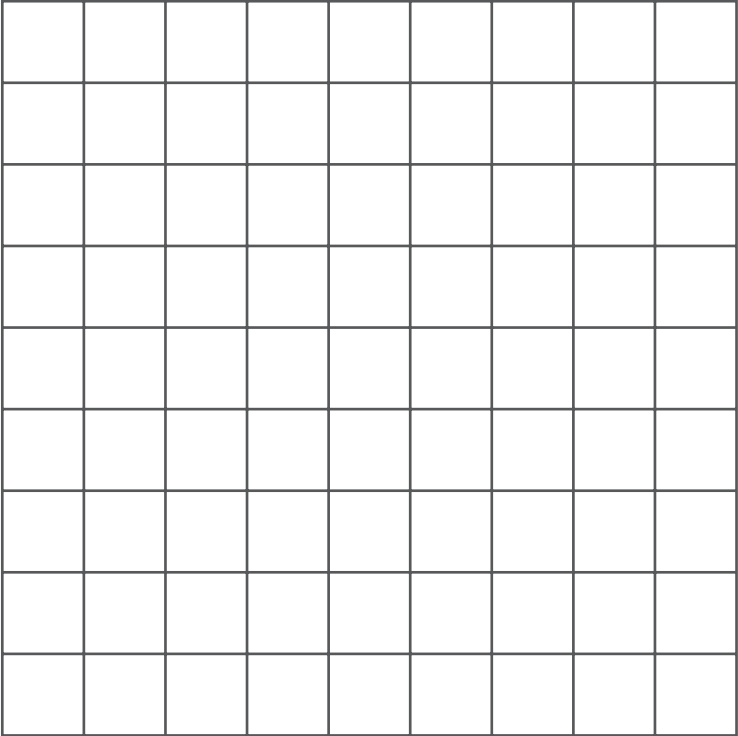
3D Perspective

Top View

Front View
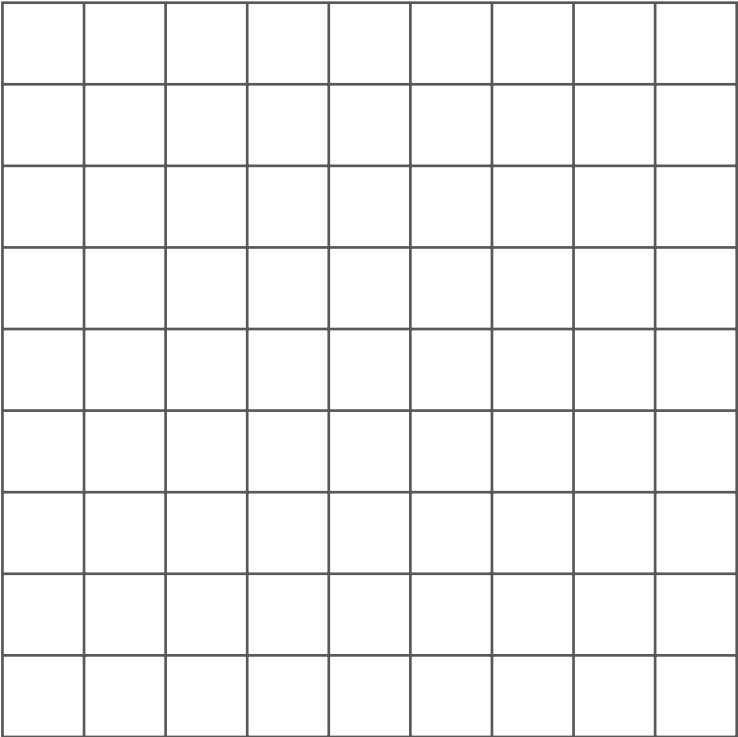

Back View
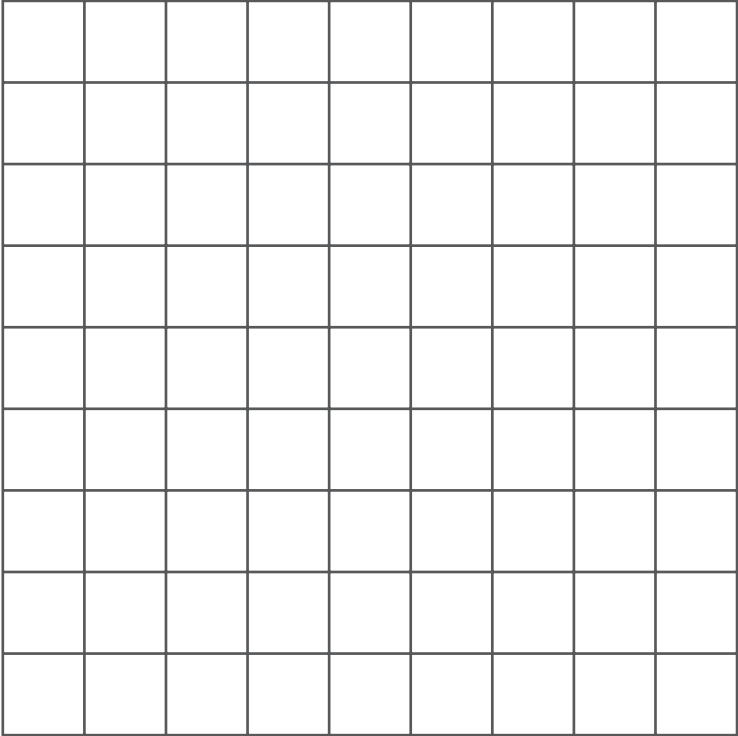

Right View
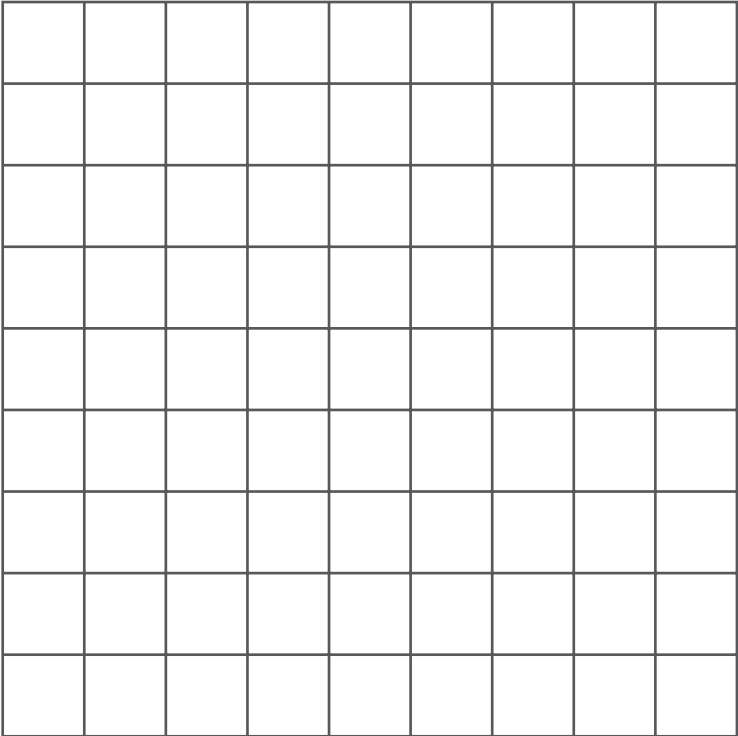

Left View

Top View
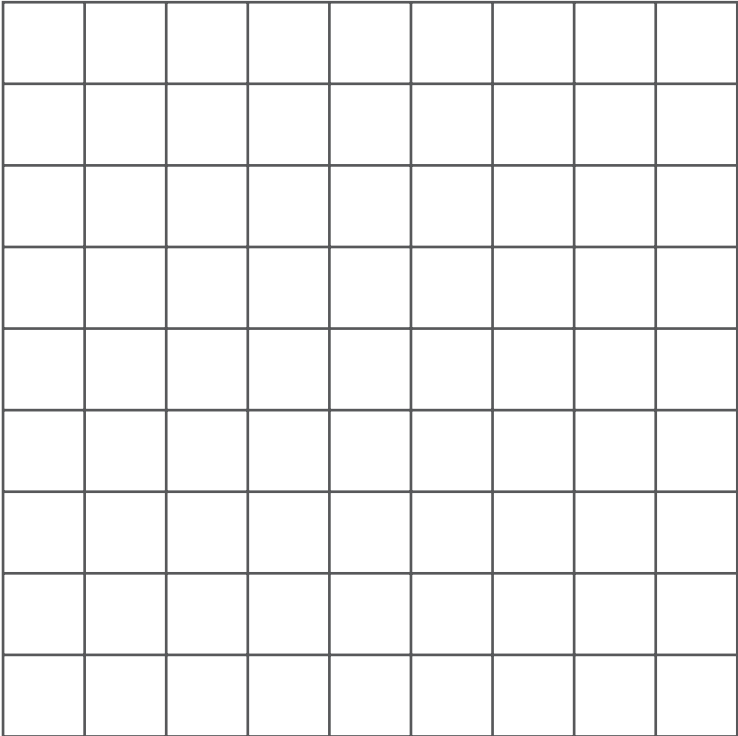
Front View

Back View

**Right View**

Left View

Extra
Space

USING THE CAMERA

To take pictures in Minecraft, you will need a camera and a portfolio. Choose the "camera" and the "portfolio" from the inventory under the "items" tab.

Or, use the "search" tab and type "camera" in the text box. Add this item to your toolbar and then search for "portfolio ." Add the portfolio to your toolbar too. **OR** In the game, choose the number for the camera on your toolbar in order to "hold" it. Right click to take a picture.
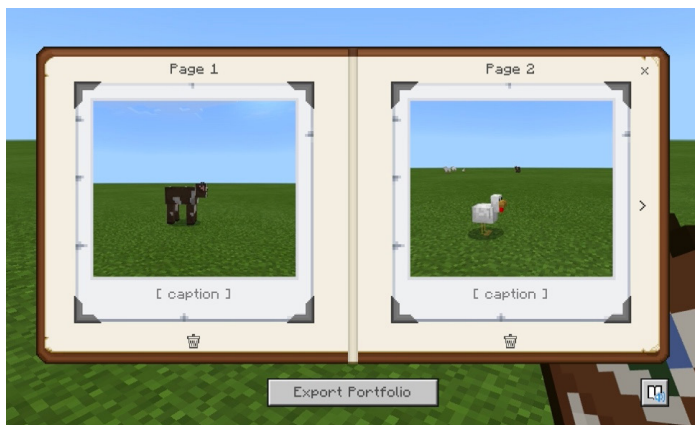
To look at your pictures or export them to your desktop, choose the "portfolio" on your toolbar. Then, right click. To save your photos on your computer, choose "Export Portfolio." Click the "x" in the upper right corner of the portfolio to exit and return to the game.

DAYLIGHT CYCLE

In Minecraft worlds, time progresses seventy-two (72) times faster than it does in the real world. Twenty-four hours in Minecraft is just twenty minutes of real time. In Creative Mode, we can ensure that there is always daylight when we meet each other in-game, but in other versions and game modes, the sun moves through the sky, and the daylight cycle has an effect on the kinds of activities you can perform and the creatures you might encounter.

In these versions, daytime lasts ten minutes of real-time, sunsets and sunrises each last fifty seconds, and night lasts eight minutes, twenty seconds.

	REAL TIME	MINECRAFT TIME
SUNRISE	50 seconds	1 hour
DAYTIME	10 minutes	12 hours
SUNSET	50 seconds	1 hour
NIGHT	8 min., 20 sec.	10 hours
TOTAL	20 minutes	24 hours

MINECRAFT TICKS

Minecraft also has a smaller unit of time known as a tick, which is based on the animation speed of the game. Normally, there are twenty Minecraft ticks in one second of real time. This will come into play when we're building structures that involve precise timing, such as beatmaking and music machines.

NEXT ISSUE: REDSTONE
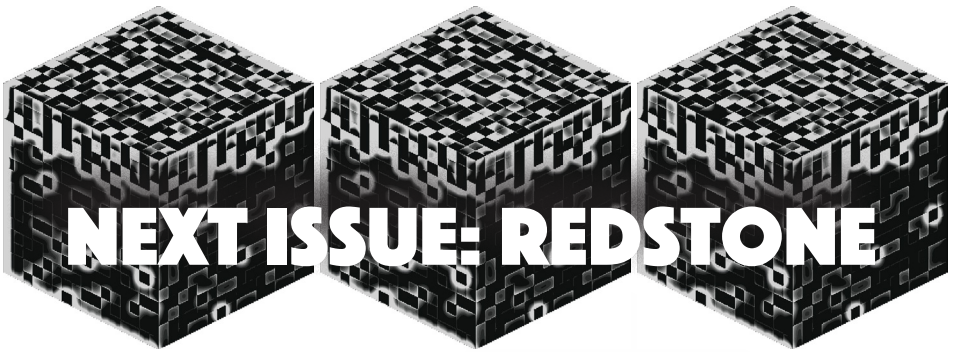
Redstone is a material that can be used to power lamps, machines, and note blocks in Minecraft.

We will use redstone to make music, beats, and electronic noise together!

Join Code Instructions

We will use join codes to connect to the same Minecraft world during our sessions. Each session will have its own unique join code.

After logging in, click "Play." On the next screen, click "Join World.
Then, enter the four character code. We will share this code during our session.

In Minecraft: Education Edition, the join code will only connect accounts that belong to the same institution. For us, that institution is the Durham Public Schools. To connect, you must be logged into Minecraft: EE using a dpsnc.net username. Also, join codes will only work if you are using

the most updated version of Minecraft: EE. Right now, that version is v1.14.70. To check which version you are using, look in the bottom right corner of the home screen.