

A Pacific NW Coast World: Technical Guide

In A Pacific NW Coast Experience, students will travel back in time to a coastal village to meet the people who have been stewards of their lands for millennia. As travelers, students will be welcomed into the village to learn from elders and knowledge keepers, perform harvest tasks to help the village prepare for winter, and ultimately build their own self-sustaining village further up the coast.

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Getting Started

What is Minecraft Education Edition?

Minecraft Education is a game-based learning platform that builds STEM skills, unleashes creativity and engages students in collaboration and problem-solving. Educators can use Minecraft as a project-based learning alternative to how students design, explain or model a topic across subjects. Students can also learn how to code from block-based to Python right in Minecraft! *Let's get started!*

Download, Install, and Login to MCEDU

Download Minecraft: Education Edition on your PC, Mac, iPad, Chromebook and Mobile at aka.ms/download. Log in with your school credentials and start using the platform!
Tutorial on Youtube

Change your skin

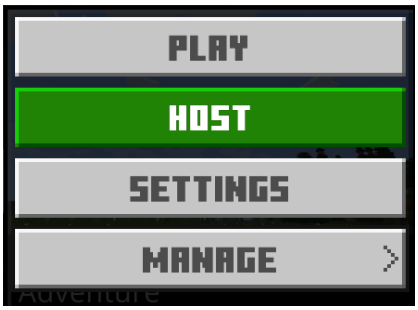
Once you sign in, you'll see a center menu of buttons but to the right you'll see your name and a button with a clothes hanger on it. Select that clothes hanger button to open a library of what are called skins. A skin is your appearance in the game and a valued part of Minecraft: Education Edition. Skins allow users to feel connected to their character.

Opening, Joining, and Hosting a World

The first time you open a world, you can either double click the mcworld file or click the import button on the play screen and choose the mcworld file. Either way is an import, changes you make to the world do not change the source mcworld.



If you have previously opened an mcworld file, continue playing in your world clicking play on the home screen. Then click View My Worlds. Click on the world you want to resume playing in and then, select Play. If you would like to play and host (so other players can join your world), select host. Alternatively, you can begin hosting after you have clicked play and opened the world.



Upon entering the world after selecting "Host", press Escape to enter the Host Menu screen.

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Share the link to those you want to join your world or let others know the icon-based join code. The example above shows: Potion, Carrot, Alex, Steve. Mouse over an icon to see its name. Once students follow the link or enter the join code that's on that screen, they will join your world. To stop hosting at any point, hit escape and click "Stop Hosting."

Students may have difficulty joining a world hosted by someone using an older or newer version of MCEE. Always update MCEE to the latest version to avoid compatibility issues.

Read this article to learn more or get a more in-depth step-by-step.

World Export and Backup

Once you start building in a world, you continue to build by opening the world in your My Worlds screen. However, it is a good idea to periodically export the world for backup purposes. There is no "undo" in MCEE. Without backups, the work done in the world only exists in the player's MCEE data on that device. If the device were lost, stolen, or destroyed, the work done in the world may also be lost.

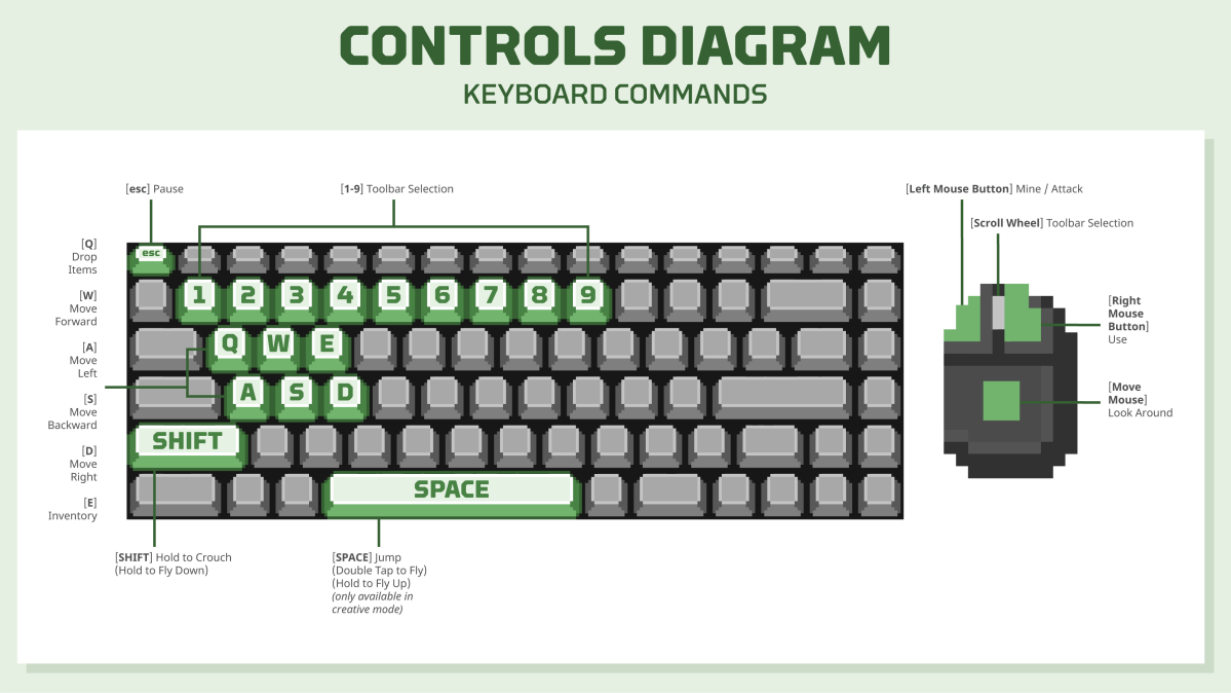
1. From the Minecraft: Education Edition start screen, click "Play"
2. Click "View My Worlds" to see all of your worlds

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3. Click on the world you want to export, and then click "Manage"
4. Click “Export World”
5. Save the world to your location of choice. The exported .mcworld file can be saved anywhere (shared drive, USB, etc.) to provide maximum flexibility.
    a. Include a date or version number to the filename to make it easy to see the latest backup.
    b. In the case of small groups (1 student hosts and the others join the hosted world), having a backup stored on a shared drive or USB will allow another student to open the latest version and take over hosting responsibility should the original host be absent.

Watch this video to learn more about importing and exporting a world.

Minecraft Education Controls



Looking and Moving

Looking: Consider the mouse as your head and the keys your body. If you need to look left, move your mouse to the left. Follow the same steps when looking right, looking down, and looking up.

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Moving:

1. W – Press and hold to walk forward.
2. S – Press and hold to walk backward.
3. A – Press and hold to move left.
4. D – Press and hold to move right.
5. Jumping can be accomplished by pressing the spacebar, twice for flying.
6. Shift – Sneak

Placing and Mining (Breaking) with the Mouse

If you right-click, you'll place a block and if you left-click, you'll break a block.



Mining: The left mouse button is used to mine, harvest or break blocks. Hold it down for hard-to-break objects. In adventure mode, only the designated items in the traditional learning tasks are breakable (harvestable). For example, to harvest bark, look for the 4 tall, thin cedars and planks on large cedars with pre-harvested bark. These harvestable trees are only in the forest near the bark and plank knowledge keepers. Look for an outline around the bark or plank when the cursor is on the block. Hold down the left mouse button when holding the adz for efficient harvest.

Placing: The right mouse button is to place or use whatever is in hand. In adventure mode, students cannot place items except in designated areas (e.g. platform by the bark weaver).

The right mouse button also lets you talk to characters. When you're close enough, make sure the crosshair cursor is over the character and right click. If the character has items to give, the item will be given to the player standing closest to the character. This goes for teleporting to the build area as well.



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If you're using a trackpad on a laptop, the same controls apply with your trackpad as you move your finger across the trackpad controlling your head/eyes and selecting the right-click vs left-click buttons.

Access Inventory

E – Inventory (gathering items for building), drag items into slots 1-9 in toolbar

1, 2, 3, 4, 5, 6, 7, 8, 9 – choose active slot in toolbar. Item will appear in hand.

Documenting Learning

Taking pictures:

1. Take a camera and book and quill from your inventory.
2. With the Camera in your hand, you can right click to take a 1st person snapshot of your screen.
3. You can also place the Camera into your world by right-click pointing at an existing block in your world.
4. Once placed, right click the camera to activate it. A smoky timer will count down as the Camera blinks, and after five seconds, a picture will be taken. If you move around, the Camera will track you during this time.

Portfolio:

1. After taking a photo, when you have the Portfolio equipped, right click to bring up a two-page book of your photos in chronological order.
2. You can click to type a short caption below each picture if you like. To use the photos, press the "Export Portfolio" button. It creates a .zip file with all your photos as JPGs in your specified folder.

Book and Quill:

1. The Book and Quill lets you record your adventures and tell your stories.
2. Below is what you will see if you have no pictures in your portfolio.

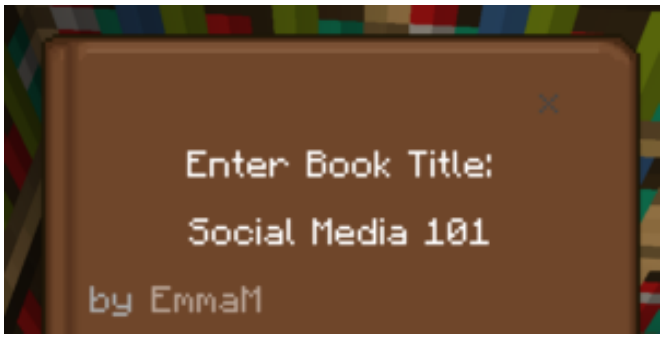


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3. When you have a picture (even just one will cause this) in your portfolio, you will have a photo option as seen below.



4. Clicking on the Document + will add a page to your book.
5. Clicking on the Picture will bring up your portfolio so you may select a picture.
6. The trash can will delete your page.
7. If you have text on your page, the paper icon with the arrow will put it on the page facing opposite.
8. Are you done editing? Click the sign button to reach the cover. Personalize it with a title, then select sign and close to lock your book! Please note, even if you are the author, you cannot change the book text at this point.



9. The book will now appear as a purple book in your inventory and can be exportable when right-clicked while equipped.

Watch this video to get a step by step on how to use a camera, portfolio, and book and quill.

Crafting

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You can craft items in Minecraft with a crafting table by placing items in a certain pattern within the crafting table menu. If you're holding a stack of items with your mouse, right clicking on your inventory spaces places 1 of the items rather than placing the entire stack in your inventory.



If you're unsure what items you need to craft, open up your crafting table. In the left menu, you'll see a magnifying glass. Select this and search what you're looking to build. Select the item you're looking to build and it will automatically place your items in the crafting table. Please note that if you don't have 8 planks of cedar, the "recipe" will indicate that you need oak planks to complete the box. Ignore this and seek more cedar planks.

Using a loom

1. Right click a loom to open up the loom menu.
2. Place the blanket and the dye in the slots given [see image below].
3. Select the style of the banner from the selections on the left to adjust where the colour goes on the blanket. The result will be shown on the large, rightmost rectangle. You can drag the result back into the selections on the left multiple times to add more patterns.
4. When you're happy with how the blanket looks, click on the blanket (to the right of the arrow) to put it into your inventory.

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Education Edition settings

1. C - Engages Code Builder (learn how to code in Minecraft 301)
2. Pressing the escape key (Esc) on your keyboard gives you access to the game menu and computer mouse pointer to complete other tasks with your device.

Additional resources

1. Select the link to view a video for further support in where to locate the in-game tutorials.
2. Select the link to view a video for further support in basic controls within the game

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Frequently Asked Questions (FAQ)

1. **What devices support Minecraft: Education Edition?**
   Minecraft: Education Edition is available on your PC, Mac, iPad, or Chromebook.
2. **Do you have any data to prove that game-based learning is effective?**
   Video games are a great way to engage students and personalize lessons. For more information about research on game-based learning, you can download our resources here.
3. **Where can I get technical support?**

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If you have any questions or need assistance, you can visit the Help Center and search the Knowledge Base for articles or contact the support team via the submit a request form. Quick link: Troubleshooting – Minecraft: Education Edition Support

4. **Where can I find additional resources to learn more about Minecraft: Education Edition?**

   Feel free to check out our training for Minecraft Education for Educators: Minecraft Education for Educators | Minecraft Education Edition

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