



ADD-ONS

ADD-ONS & MINECRAFT EDUCATION TEACHER GUIDE

A practical guide for educators on downloading, installing, and activating add-ons, resource packs, and behaviour packs in Minecraft Education.



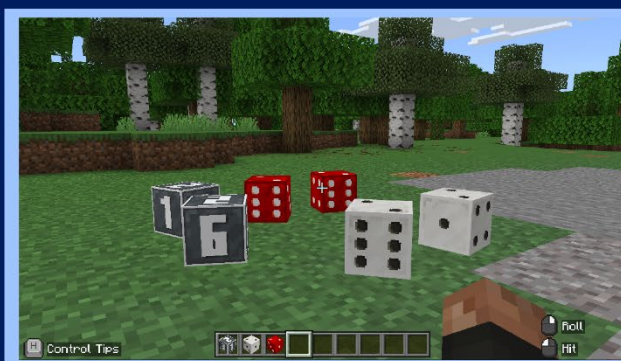
WHAT ARE ADD-ONS?

Add-ons are content packages for Minecraft Education that can modify the look, sound, and behaviour of your game worlds. Because Minecraft Education is built on the Bedrock engine, it uses the same add-on system as Minecraft: Bedrock Edition, with content delivered as Resource Packs (visuals and sounds) and Behaviour Packs (game mechanics and entity logic).

As a teacher, add-ons allow you to customise worlds for your lessons, whether that means introducing themed textures for a history project, enabling the built-in Chemistry Resource Pack for a science class, or importing a community-made world with pre-built activities.

Types of Add-On Content

Type	What It Changes	File Extension
Resource Pack	Textures, sounds, visual appearance of blocks, items, and UI	.mcpack
Behavior Pack	Entity behaviours, game rules, loot tables, spawn rules, and recipes	.mcpack
Add-On Bundle	Contains both a resource pack and a behavior pack together	.mcaddon
World Template	A complete pre-built world with packs already activated	.mcworld



DICE RANDOM NUMBER GENERATORS

IMPORTANT NOTE

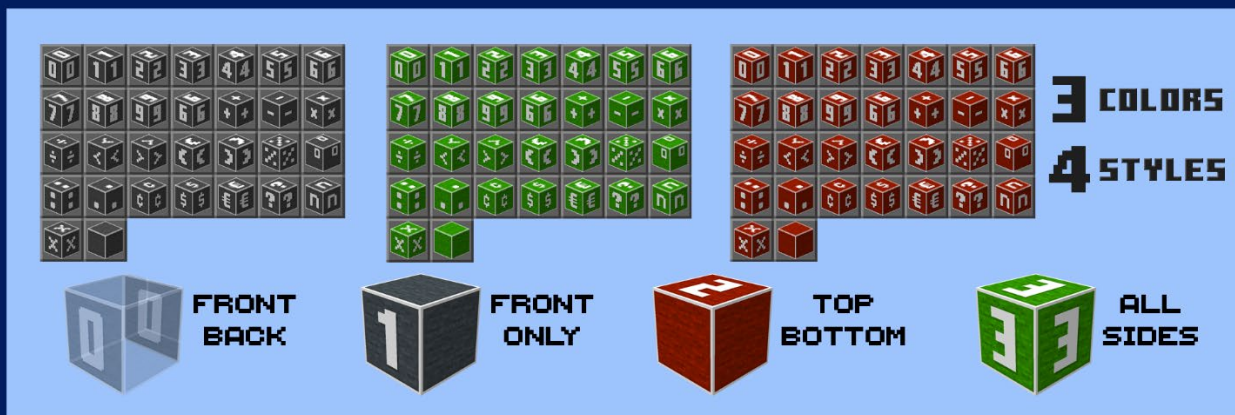
Minecraft Education does not officially support custom skins, third-party mods, or Java Edition mods. Stick to Bedrock-compatible add-ons (.mcpack, .mcaddon, .mcworld) and always test on a separate world before rolling out to students.



BEFORE YOU START

Before adding any content, make sure the following requirements are met:

- Minecraft Education is installed and up to date on your device(s).
- You are signed in with a valid school or organisational Microsoft 365 Education account.
- Your school's IT policies allow file downloads (some managed devices restrict this).
- You have backed up any existing worlds you want to protect before making changes.
- Add-on files come from a trusted source (Minecraft Education Library, Minecraft Marketplace, or reputable community sites such as MCPEDL or CurseForge).



NUMBER BLOCKS



ANCIENT EGYPT SKIN PACK 1



METHOD : IMPORTING ADD-ON FILES

If you have downloaded an add-on file from the Marketplace or a trusted community source, you can import it directly into Minecraft Education.

Step 1: Download the Add-On File

Obtain your .mcpack, .mcaddon, or .mcworld file from education.minecraft.net. Save it somewhere easy to find on your device (e.g. your Downloads folder or Desktop).

Step 2: Open the File

Double-click the downloaded file (or tap it on iPad/Chromebook). Minecraft Education should launch automatically and begin importing the content. You will see an “Import started” notification, followed by “Import successful” when complete.

Step 3: Create or Edit a World

Return to the main menu. Either create a new world or click the pencil icon next to an existing world to edit its settings.

Step 4: Activate the Pack

In the world settings, scroll down to find the Add-Ons section. You will see tabs for Resource Packs and Behavior Packs. Click on the relevant tab, expand the My Packs section, and click Activate next to the pack you imported.

Step 5: Play

Click Create or Play to load your world with the new add-on applied. If the add-on includes both a resource pack and a behavior pack, you will need to activate both separately.



INCLUDES BASE AND UNIT BLOCKS!

MATH CHESTS

DIVISION

IF MINECRAFT DOESN'T OPEN AUTOMATICALLY...

Right-click the file (or long-press on mobile) and choose “Open with” then select Minecraft Education. On some managed school devices, file associations may need to be configured by your IT team.



BEST PRACTICES FOR CLASSROOM USE

- **Always test first.** Try any new add-on in a separate test world before using it in a live lesson. This helps catch compatibility issues and lets you preview the content.
- **Back up your worlds.** Before enabling any new packs on an existing world, export a backup copy. Add-ons can sometimes change world data in ways that are difficult to reverse.
- **Use trusted sources only.** Stick to the Minecraft Education website <https://education.minecraft.net/>, or well-known community sites. Never download executable (.exe) files or give out your account credentials.
- **Keep it aligned.** Choose add-ons that support your learning objectives rather than adding content purely for novelty. The best add-ons enhance the lesson, not distract from it.
- **Monitor device performance.** Some add-ons are more resource-intensive than others. If students experience lag, consider reducing the number of active packs or lowering graphical settings.
- **Provide clear instructions.** If students need to activate packs themselves, give them step-by-step guidance. Consider pre-building worlds with packs already activated to save class time.

QUICK REFERENCE: FILE TYPES AT A GLANCE

Extension	Contains	What to Do
.mcpack	A single resource pack OR behavior pack	Double-click to import, then activate in world settings
.mcaddon	A bundle of resource + behavior packs	Double-click to import; activate both packs in world settings
.mcworld	A complete world with packs embedded	Double-click to import; creates a ready-to-play world
.mctemplate	A world template (reusable starting point)	Double-click to import; appears in your templates list



**ROMAN BALNEAE
STRUCTURE PACK**