

MINECRAFT EDUCATION

HOUR OF CODE



SOLUTIONS GUIDE

This Solutions Guide includes the in-game solutions and gag map for Hour of Code: The Show Must Go On! in both MakeCode blocks and Python.

[EDUCATION.MINECRAFT.NET](https://education.minecraft.net)

SOLUTIONS OVERVIEW

Below you will find each of the solutions to the activities found throughout Hour of Code 2024: The Show Must Go On! in sequential order, as they appear in the game.

Activity 1: Raise Your Hand



VOLUNTEER TO HELP	
Players will use the CodeBuilder editor in game to build their code.	
Blocks	Python
	<pre>hoc.raise_hand()</pre>

Activity 2: Sound Stage



SOUND STAGE		
	Blocks	Python
Song 1	<pre> on start add instrument [Guitar] note la note re note so note do </pre>	<pre> hoc.add_instrument(Instrument.GUITAR) hoc.note(Note.LA) hoc.note(Note.RE) hoc.note(Note.SO) hoc.note(Note.DO) </pre>
Song 2	<pre> on start add instrument [Xylophone] add instrument [Guitar] note la note re note so note do </pre>	<pre> hoc.add_instrument(Instrument.Xylophone) hoc.add_instrument(Instrument.Guitar) hoc.note(Note.La) hoc.note(Note.Re) hoc.note(Note.So) hoc.note(Note.Do) </pre>
Song 3		<pre> hoc.drums(Drums.MEDIUM) hoc.add_instrument(Instrument.Xylophone) hoc.add_instrument(Instrument.Guitar) hoc.note(Note.La) hoc.note(Note.Re) hoc.note(Note.So) hoc.note(Note.Do) </pre>

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Activity 3: The Wardrobe



WARDROBE		
	Blocks	Python
Puzzle 1		<pre>hoc.costume(HeadWear.BALLERINA_CROWN, MidWear.Cowboy_Shirt, LowerWear.BALLERINA_TUTU)</pre>
Puzzle 2		<pre>hoc.costume(HeadWear.CONSTRUCTION_HELMET, MidWear.BALLERINA_SHIRT, LowerWear.COWBOY_PANTS)</pre>
Puzzle 3		<pre>hoc.costume(HeadWear.ASTRONAUT_HELMET, MidWear.BALLERINA_SHIRT, LowerWear.Ballerina_Tutu)</pre>

Activity 4: Prop Department



WARDROBE	
Blocks	Python
<pre>on start biome taiga ▾ time day ▾ weather snow ▾ biome desert ▾ time sunset ▾ weather clear ▾ biome jungle ▾ time night ▾ weather rain ▾</pre>	<pre>hoc.set(Biome.Taiga, Time.Day, Climate.Snow) hoc.set(Biome.Desert, Time.Sunset, Climate.Clear) hoc.set(Biome.Jungle, Time.Night, Climate.Rain)</pre>

Activity 5: Dance Studio



DANCING STUDIO	
Blocks	Python
<pre> on start armor stand 1 ▾ dance dolphin disco ▾ armor stand 2 ▾ dance mushroom march ▾ armor stand 3 ▾ dance golem gallop ▾ armor stand 4 ▾ dance wither wave ▾ </pre>	<pre> hoc.armorstand_dance(ArmorStand.One, Dance.DOLPHIN_DISCO) hoc.armorstand_dance(ArmorStand.Two, Dance.MUSHROOM_MARCH) hoc.armorstand_dance(ArmorStand.Three, Dance.GOLEM_GALLOP) hoc.armorstand_dance(ArmorStand.Four, Dance.WITHER_WAVE) </pre>

Location of the Gags



1	Danse (Dance Room)
2	Winging It
3	Quiet on the Set
4	High Note (Music Room)
5	Rainbow
6	Moosical (Backstage)
7	Spotlight
8	Wrap
9	Watch (Theatre Balcony)
10	Phantom Fan (Theatre Balcony)
11	Cold Open (Prop Room)
12	Nothing Up My Sleeve (Prop Room)

For every 3 gags you find, you will unlock an additional background dancer for the final show. They can be found in any order.

- If you find 3 gags, you will receive Ann Dermann.
- If you find 6 gags, you will receive Ghast Lee Nethers.
- If you find 9 gags, you will receive Swampy Wichez.
- If you find all gags, you will receive Zom B. Walker.