**Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Registration group: Year 6\_\_\_**



Introduction to Coordinates

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| --- | --- |
| Login to Minecraft Make sure to Create a NEW world, Blocks of Grass | |
| Press the button C on the Keyboard to open Code connection. Choose Microsoft (if asked) and then make sure to start a NEW project | |
| 1. Create a chat command so that you can teleport the agent to you | on chat connand  agent " O  agent teleport to player |
| 1. In Minecraft make sure the coordinates of your player are displayed in the top left of the screen. | Yours will be different |
| 3. If you **cannot** see the coordinates, then   * 1. Press Escape   2. Click Settings   In the next window that opens scroll down and you will see under World Options the setting: Show Coordinates  Click it so the slider moves to the on position (right) |  |

|  |  |
| --- | --- |
| 1. Build a Cobble Stone wall around a  10 blocks by 10 blocks area of **grass**.  So, you will need 44 blocks of Cobble Stone    Then randomly replace one of the **grass blocks** with a **Redstone** block | Machine generated alternative text: -23B |
| 2. Make sure you are **NOT** **flying** and move your character within the area you have created. Move around within the wall and look at the coordinates. Look at how the numbers change. The middle number is the height so that one will not change. What are the **Maximum** and M**inimum** coordinates for the number on the **left (X) and the right(Z)**? | |
| 1. Now move your player to 2 diagonal corners of the walled in area and write down the coordinates.   (you can write them down on paper or place them in OneNote)    Here are my coordinates     |  |  | | --- | --- | | A: |  | | B: |  |   So  **Max X= 134 Min X= 125**  **Max Z= -99 Min Z= -108** | Machine generated alternative text: -23B  pest |

Write your Maximum and Minimum Values here

|  |  |  |  |
| --- | --- | --- | --- |
| **Maximum X** | **Minimum X** | **Maximum Z** | **Minimum Z** |
|  |  |  |  |

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| --- | --- | --- |
| 1. While you are inside the selected walled area **(not Flying),** teleport the agent to you and then Fly away so that you can see the agent and the walled area from above | |  |
| 1. From Code Connection, create a block of code to teleport your player within the walled area you have created.   Remember that the values you choose for X and Z coordinates must be within the maximum and minimum values you found in the previous step.  I am going to teleport my agent to  **130 4 -100** | | |
| This code will teleport the agent to a location with your player as the reference point. We want to teleport the Agent to a location in the world | | |
| From the categories go to Positions and pull out the World coordinates object |  | |
| Now build your code to look like this but use your own coordinates | | |

Stretch Exercises

If you complete the Exercise,

1. try teleporting your Agent to various locations in the selected walled area by changing the values for X and Z
2. Try to get the Agent to teleport to the Block of Redstone you placed in the selected walled area.
3. Try and use the random block so that the agent is teleported to random locations of X and Z