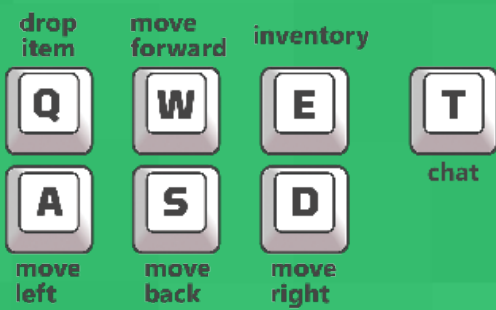


KEY TERMS & CONTROL GUIDE

- **Agent** - Robot character that helps player learn coding skills, follows commands written in Code Connection.
- **Biome** - Geographic regions within Minecraft, each with its own climate and mobs.
- **Classroom Mode** - Companion app that gives educators additional abilities to manage students within game.
- **Code Builder** - Extension that allows educators and students to write code in Minecraft.
- **Mob** - Short for 'mobile', mob refers to creatures in Minecraft.
- **Nether** - Alternate dimension accessed via a nether portal and full of lava and unique mobs.
- **NPC** - Non Player Character. Can be used to dispense information, run commands or direct students to outside web links.
- **Redstone** - Mined from redstone ore and used to power circuits and machinery.
- **Skin** - The appearance of a player's avatar in Minecraft. Steve and Alex are the default skins.
- **Slash Command** - Entered in the game's chat window, these cheat commands allow for the control of game features such as time of day, weather, and even giving out blocks.
- **WASD** - Common control scheme for games on Query keyboards that allows right hand to control mouse.



- hold to crouch
- hold to fly down



- jump
- double tap to fly
- hold to fly up

