

Microsoft MakeCode for



Lesson Title: Flower Trail

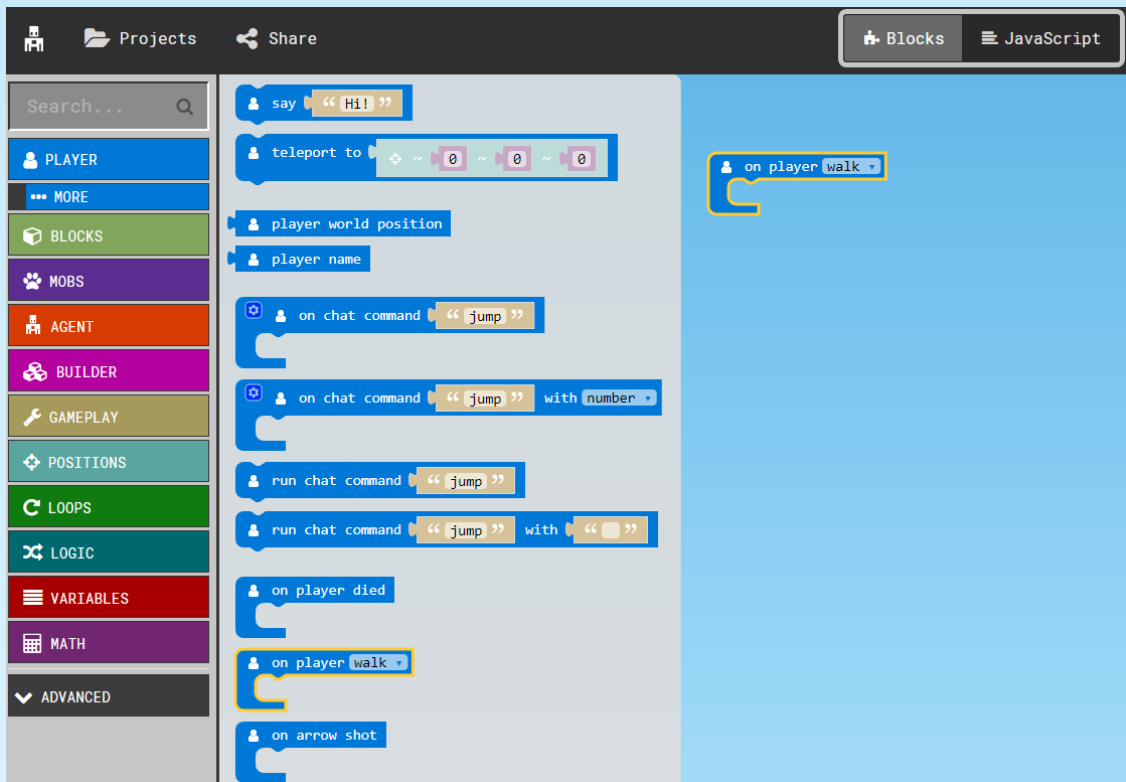
Introduction/Background: An "event" in computer science is an action or occurrence detected by a computer. For example, when someone clicks the button on their mouse, it generates a "mouse click event" for the computer. Microsoft MakeCode uses an [event-driven programming model](#) where user code is triggered as a response to an event.

Examples of events in MakeCode for Minecraft include:

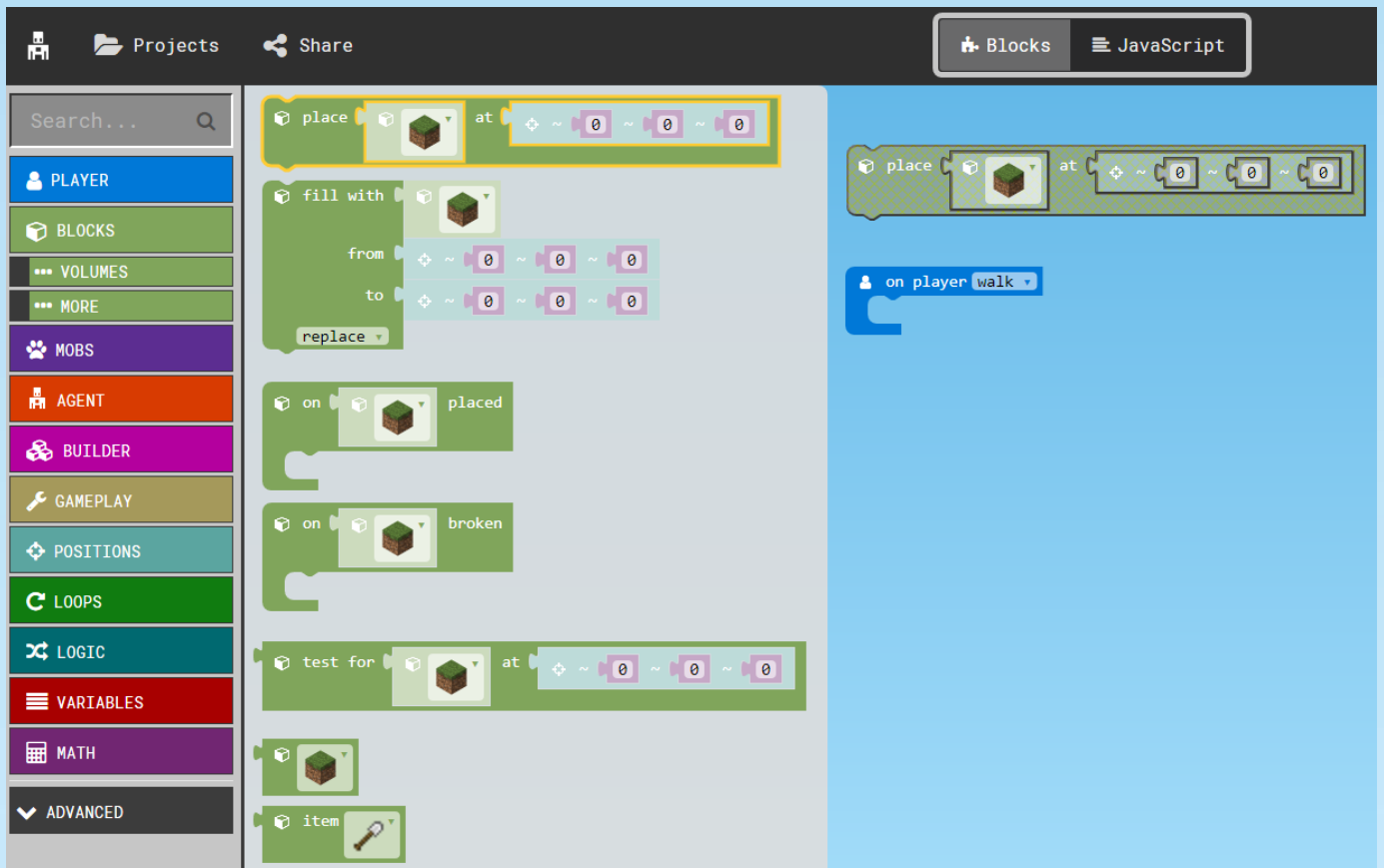


Lesson Steps: In this lesson, we will create a trail of flowers for our player using the "On Player Walk" event.

Step 1 – From the **Player** Toolbox drawer, drag and drop the **On Player Walk** block onto the coding Workspace.



Step 2 – From the **Blocks** Toolbox drawer, drag and drop the **Place Block at Position** block onto the coding Workspace.



Notice that when you place the block onto the coding Workspace, it becomes disabled (turns grey with hashmarks). This means the block won't run in your current program. That is because it is not associated with an event.

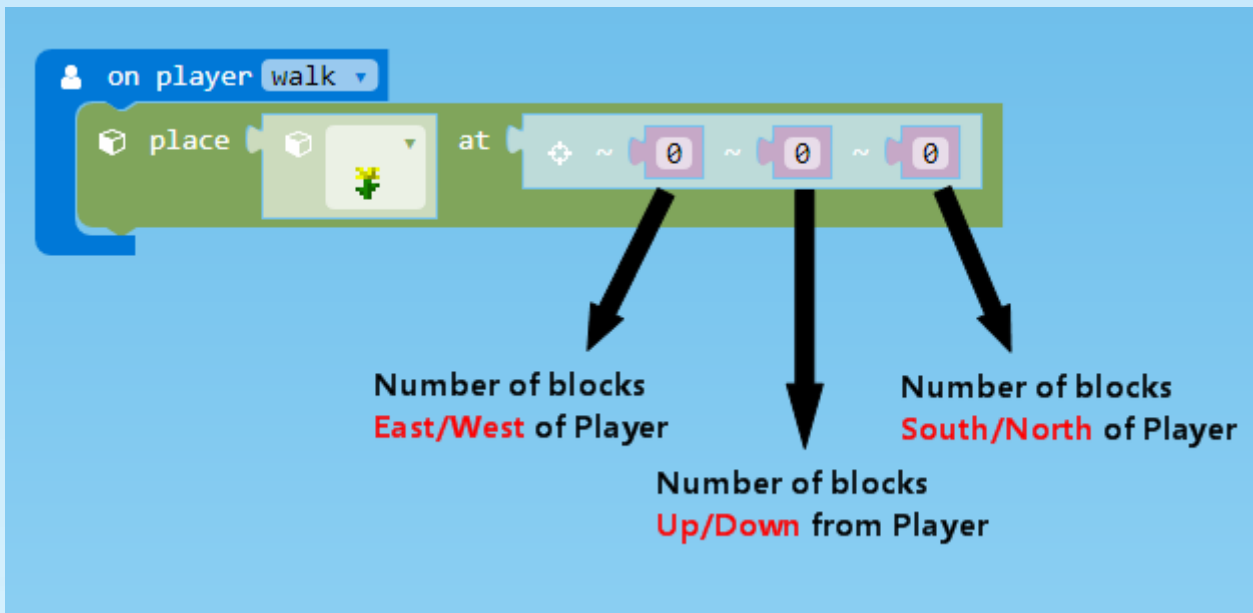
Step 3 – Drag and drop the **Place Block at Position** block underneath the **On Player Walk** block. You should hear it click into place, and become enabled.



Step 4 – Change the block that is placed from a grass block to a dandelion by clicking on the block drop-down menu



The Positions block specifies a Position that is relative to the Player where:



So, the Position at ~0 ~0 ~0 is actually the Player's exact position in the game

Step 5 – In your Minecraft game, walk around. You should see a trail of flowers following you!