



Scripting Minecraft Command Blocks *Syllabus*

Course Overview

This course will introduce students to the world of scripting using **Minecraft Java/Bedrock Edition** through interactive Command Blocks. By using in-game commands, students will learn how to modify the environment, create custom gameplay features, and build engaging projects. There will be eight Lessons in total for this course, with roughly 30 hours of curriculum content for the students to commit to.

Course Objectives

By the end of this course, students will:

- Understand and effectively use Minecraft commands within Command Blocks.
- Develop skills in scripting interactive elements and altering the game environment.
- Create and showcase original projects using learned techniques.
- For students to learn how to utilize the creativity of coding in a fun digital environment.

Course Outline

Lesson 1: Introduction; Basics of simple commands

- 1.1: Minecraft Console Commands
- 1.2: Targeting
- 1.3: Command Blocks
- Quiz

Lesson 2: Command Blocks; Begin using Command Blocks

- 2.1 Location
- 2.2 Flying TNT

- 2.3 Chain Gang
- Quiz

Lesson 3: Environmental Manipulation; Change the world around you

- 3.1 Ice
- 3.2 Air
- 3.3 Glass Walls
- Quiz

Lesson 4: Combinations; Take what you've learned and mix it up

- 4.1 NBT (Named Binary Tag)
- 4.2 Distance
- 4.3 Sounds
- 4.4 Merge
- Quiz

Lesson 5: Inventory Manipulation; Give inventory slots an effect.

- 5.1 Inventory
- 5.2 Hands
- 5.3 Trampoline
- Quiz

Lesson 6: Conditional Commands; Alter what you have Equipped

- 6.1 Fishing Rod
- 6.2 Replace
- 6.3 Equip Me
- Quiz

Lesson 7: Particles; Learn about repetition and constant effects

- 7.1 Particles
- 7.2 Effects
- 7.3 Particle Man
- Quiz

Lesson 8: Finally; Take what you've learned, Go big.

- 8.1 Mega Project
- 8.2 Entertainment
- 8.3 Final
- Quiz

Resources

- **Required:** Minecraft Java (latest version) or Bedrock Edition