

LEVEL

Stayin' Alive

(Survival Mode) Make it through the first night using basic survival strategy and your own intuition!

Tasks

- **Gather**
 - 10 blocks of wood
 - 11 cobblestone
 - coal (or craft charcoal)
- **Craft**
 - a crafting table
 - a wooden pickaxe
 - a stone pickaxe
 - torches
 - oven
 - charcoal (or mine for coal)
- **Gimme Shelter**
 - create a primitive shelter: "Hidey Hole"
- **STAY ALIVE!**
 - don't head out yet
 - stay within your shelter for the 1st night



● **Show off**

- to your parents when you have completed all of these tasks to earn this achievement!

*"I'm a-stayin' alive, stayin' alive
Ah, ah, ah, ah, stayin' alive, stayin' alive
Ah, ah, ah, ah, stayin' ali-i-i-i-ive"*
-Barry Gibb (The Bee-Gees)

Tips, Tricks or Questions

Extensions

- Create a mineshaft and start exploring
 - Torches - place on the right on the way in to find your way back out!
- Expand and/or modify your primitive shelter

LEVEL

Do You Smelt Something?

(Survival Mode) Back to Surviving and Thriving! Moving up in the world with tool upgrades, hunting for food, and battling aggressive mobs.

Tasks

- **The Name Game**
 - Craft and add a **sign** with the name of your shelter and your own names
- **Get Cooking**
 - Craft a Furnace (oven)
- **Upgrade Tool Box**
 - Stone Pickaxe, Sword, Shovel
- **Hunt and Gather**
 - Venture outdoors for food and other resources *Need at least 24 leather or ingots for FULL set of armor. OK to mix & match
- **Prepare for Battle**
 - Craft your armor and weapon upgrades
- **Engage the Enemy**
 - Test your will against the creatures of the dark (caves or night)
 - collect **drops** (see below for goal)
- **Stock the Fridge**
 - Craft a chest(s) and fill it with your bounty:

- bones
- arrows
- steak
- pork chop
- Eggs
- feathers

- iron
- coal
- string
- extra tools, weapons, and armor

Goal is 1 of each: Check off what you find

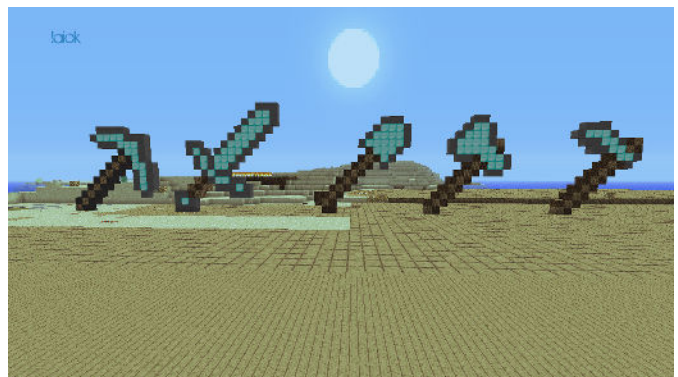
● **Show Off**

- to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions

Extensions

- Craft Shears
- Collect Wool from Sheep
- Craft a bed and sleep in it to set new spawn point
- Bow + Arrows



LEVEL 2

There's No Place Like Home

(Creative Mode) Time to move out of the shadows and into your custom designed and constructed home!

Tasks

- **Clear Survival Inventory** - store in chest
- **Survey Your Property**
 - find your claim beacon
 - what are the features of the site
 - no neighbors? go ahead and expand your claim by 16 blocks in 1 direction
- **Your Wants and Needs**
 - what rooms do you need
 - consider size and purpose
 - number of levels (at least 2)
 - choose style - modern, traditional
 - building materials - unlimited type and quantity of blocks
- **Sketch a Blueprint**
 - make a rough outline of footprint - birds eye view
 - consider curb appeal
 - add labels
- **Get Building**
 - follow your plan

● **Details**

- consider safety and extras

● **Clear Survival Inventory**

- you MAY only keep your MAP

● **Show Off**

- to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL

Old MacStevies Had a Farm

(Survival Model) Old MacStevies had a farm, E-I-E-I-O. And on that farm they had some Well, whatever you choose! Create a Farm

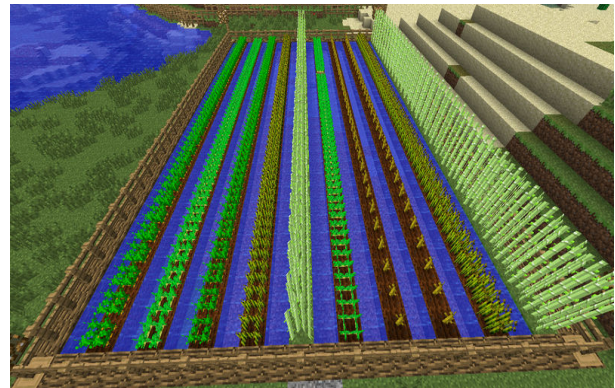
Tasks

- **Choose Your Land Carefully**
 - consider proximity to your home(s)
 - land formations and water supply
 - inside, outside, or underground?
- **Choose Your Crops (at least 2 types)**
 - what will you grow?
 - your goal is create a sustainable system for growing and harvesting plant crops
- **Choose Your Livestock (at least 2 types)**
 - what animals will you keep?
 - your animals can provide food or company
- **Construct Your Farm**
 - build your pens/corrals
 - plant your crops
 - how will your animals and crops stay safe and healthy?
- **Details**
 - what else can you add to your farm to make it creative, functional, or fun?
 - **add a sign -**
 - for example: (Jim, Jane, Joe, and Jess' Co-op Farm)

● **Show Off**

- to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL

Like Mike (Michelangelo)

(Creative Mode) Michelangelo di Lodovico Buonarroti Simoni, commonly known as Michelangelo, was an Italian sculptor, painter, architect, poet, and engineer of the High Renaissance. **Create a Massive 3D Sculpture** of a person or make believe character. Your work will be monumental!

Tasks

- **Clear Survival Inventory** - store in chest
- **Choose a Subject**
 - who are your favorite people or characters?
 - think of some that you know VERY well
 - pick one to create
- **Choose Your Location**
 - where will you build your sculpture?
 - consider how big you would like it and how it will be viewed
- **Plan Your Sculpture**
 - use the grid paper OR
 - Microsoft Paint
 - imagine the view from all sides
 - identify the materials you want to use
- **Divide the Work**
 - have a friend help you
 - what are the team's responsibilities?
- **Details**
 - sculpture can be hollow, but must be 3D
 - can you use the landscape to help?

● **Show Off**

- to your parents when you have completed all of these tasks to earn this achievement!

● **Clear Survival Inventory**

- you MAY only keep your MAP

Tips, Tricks or Questions



LEVEL

Be A-maze-ing

(Creative Mode) Create an awesome puzzle MAZE that will make others scratch their heads and pull out the hair to solve.

Tasks

- **Clear Survival Inventory -**
 - keep ONLY map - store all else in chest
- **Your Maze Design**
 - choose your template from the options on the next page
- **Choose Your Location**
 - where in my world is a good spot for this puzzle?
- **Construction Method**
 - will you build your maze from scratch OR
 - dig it out from the land
 - what building material will look and work the best?
 - underground, on the ground, in the air?
 - covered or open?
 - one level or more?
 - light or dark?
- **Divide the Work**
 - have a friend help
 - what are the team's responsibilities?
- **Construct Your Maze**
 - follow your plan
- **Details**
 - what else can you add to your maze to make it creative, challenging, or fun

- **Clear Survival Inventory**

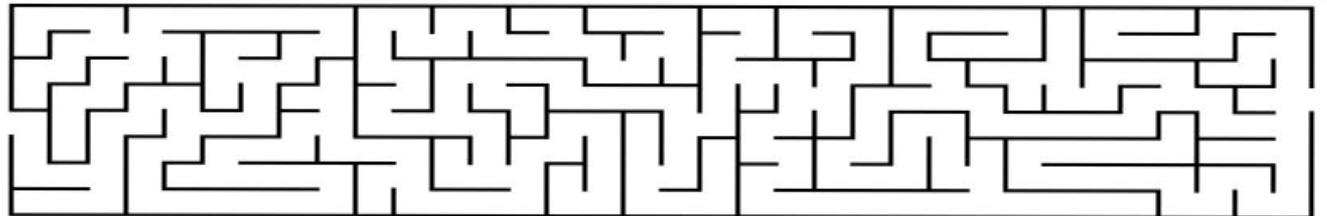
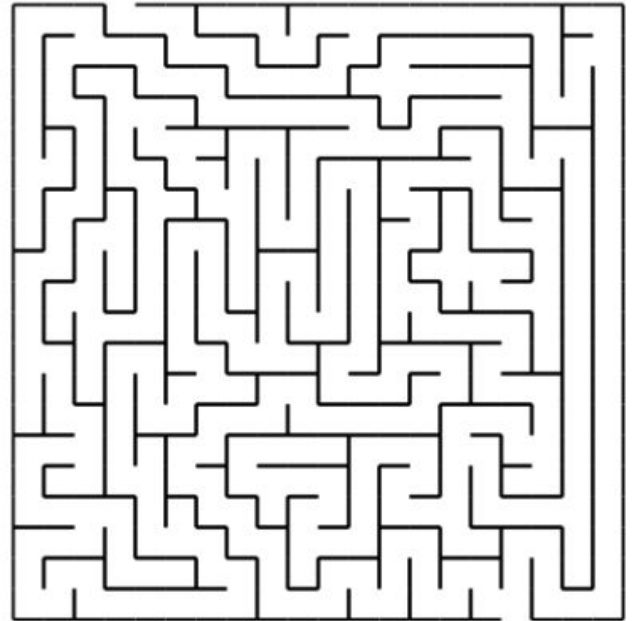
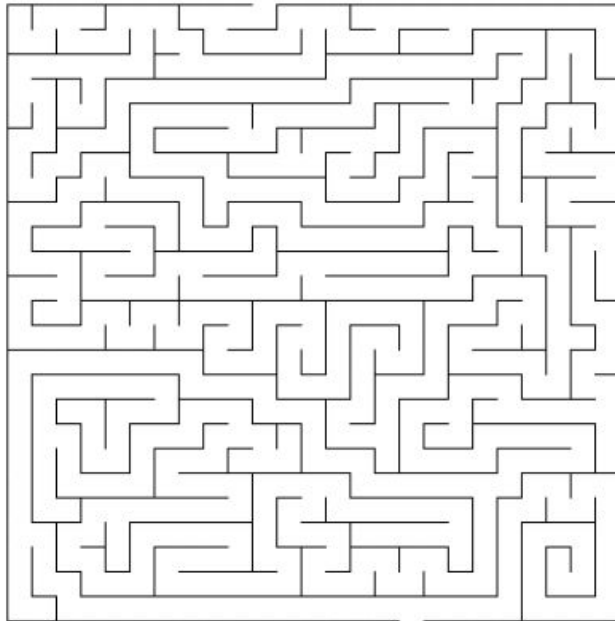
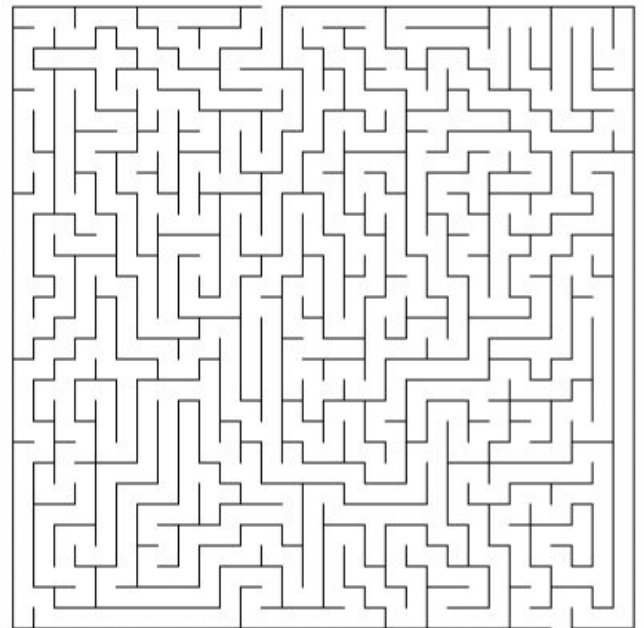
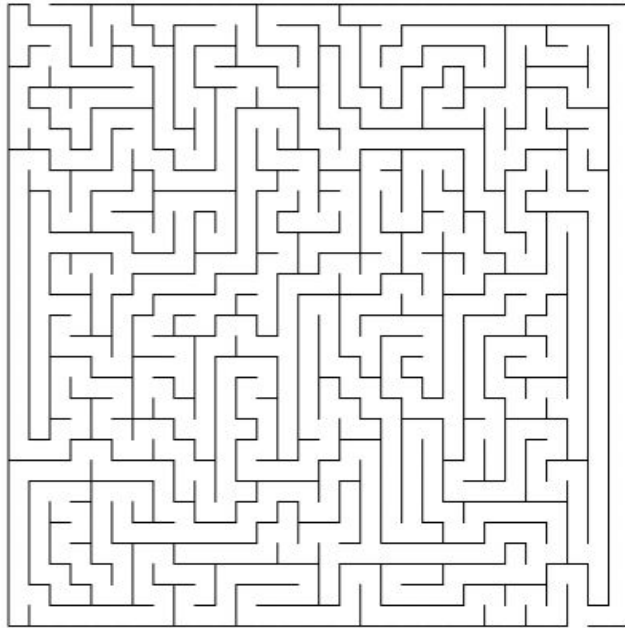
- you MAY only keep your MAP

- **Show Off**

- to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions





LEVEL

One, Two, Tree House

(Survival Model) Has life in the mines got you down? Get above it all: **Create a treehouse** in the canopy. Experience green living at its best!

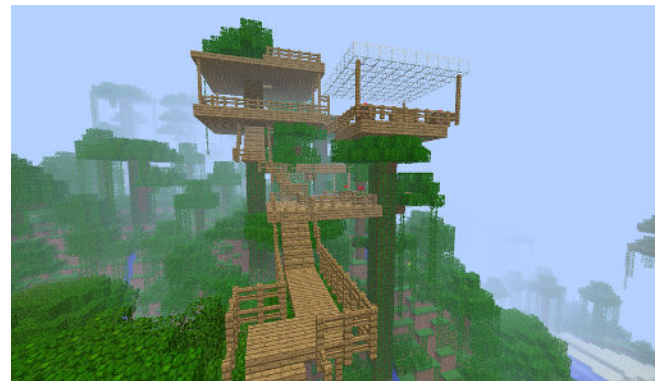
Tasks

- **Choose Your Area Carefully**
 - consider proximity to other places
 - biome, land formations, and water supply
 - hazards and resources
- **Choose Your Starting Tree**
 - how high will you build
 - construct dirt scaffolding as needed
- **Your Wants and Needs**
 - what rooms do you need
 - consider size and purpose
 - number of levels (at least 2)
 - choose style - modern, traditional
 - how to get in and out
 - stairs, ladder, elevator?
- **Sketch a Blueprint**
 - make a rough outline of footprint - birds eye view
 - consider curb appeal
 - add labels
- **Collect Resources and Get Building**
 - follow your plan
- **Details**
 - what else can you add to your treehouse to make it safe, creative, functional, or fun?

- **Show Off**

- to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL 2

Honey, I Blew Up the

(Creative Mode) In the “Honey, I...” movie series a scientist dad super size grows and shrinks things and people. Challenge yourselves to create an enormous replica of an everyday item. Work to **construct a WAY larger than life 3D model** of an object you know well.

Tasks

- **Clear Survival Inventory -**
 - keep ONLY map - store all else in chest
- **Choose a Subject**
 - a food, toy, sports equipment, other?
 - NOT a person for this achievement
- **Choose Your Location**
 - where will you build your model?
 - consider how big you would like it and how it will be viewed
- **Plan Your Model**
 - use the grid paper OR
 - Microsoft Paint (see instruction sheet)
 - imagine the view from all sides
 - identify the materials you want to use
- **Divide the Work**
 - have a friend help.
 - what are the team’s responsibilities?
- **Details**
 - model can be hollow, but must be 3D
 - can you use the landscape to help?
 -

Your model doesn’t have to be this big →

But isn’t that cool!?

- **Clear Survival Inventory -** ONLY keep map
- **Show Off**
 - to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL 2

Steve Doggy Dogg

(Survival Mode) Who is every Minecraft Survivor's best friend... besides the trusty pickaxe? **Dogs** of course! A tamed wolf will keep you company and even help you to survive. Your loyal friends will attack any mob you do(except creepers). **Tame some wolves** today and **construct them shelter** to reward their loyalty.

Tasks

- **Gather Your Resources**
 - what will you need to gain the wolves' trust? _____ hint: rhymes with 'phones'
 - what material will you use to build your dogs' shelter?
 - weapons/armor/food - it may get dark while you are out and about
- **Find a Pack of Wild Wolves**
 - search the Taiga or Forest
 - ask a friend if they've seen any
 - wool 'drops' might be a clue
- **Tame the Beasts**
 - use your wits and resources to make friendly with **at least 2 wolves**
 - right click is your friend here
- **Plan and Construct Dog Shelters**
 - discuss ideas for your shelter
 - location (near your home makes sense doesn't it?)
 - get building
 - name your buddies with a sign(s) on the shelter

● **Details**

- what else can you do to make your dogs happy, healthy, and safe?

● **Show Off**

- to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL

Pix_Elated

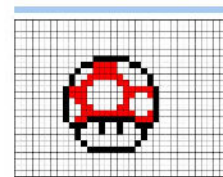
(Creative Mode) **Elated** means to be really happy. That's just how you'll feel when you **complete a 2D pixel art masterpiece!**

Tasks

- **Clear Survival Inventory -**
 - keep ONLY map - store all else in chest
- **Choose a Subject**
 - this can be anything you desire!
 - video game characters, logos, names, original or existing artwork
- **Choose Your Location**
 - where will you paint your picture?
 - consider how big you would like it and how it will be viewed
 - freestanding or like a mural on a cliff face?
- **Plan Your Model**
 - use the grid paper OR
 - Microsoft Paint (see instruction sheet)
 - this is a flat image
 - identify the materials you want to use
- **Divide the Work**
 - have a friend help you
 - what are the team's responsibilities?
- **Details**
 - what else can you do to make your art creative and eye catching?

- **Clear Survival Inventory -** ONLY keep map
- **Show Off**
 - to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL 2

Going Deep

(Survival Mode) Mysterious miners of the past have left deep, branching, and dangerous mineshafts just waiting for you to explore! Load up and drop into an abandoned mineshaft to **discover countless treasures**. Just take caution to keep your bearings and make it back out in one piece!

Tasks

- **Gather Your Resources**
 - food or seeds
 - bed, torches, bucket of water
 - tools, weapons, armor
 - chests, crafting table and/or furnace
- **Find an Abandoned Mineshaft**
 - not usually near (0,0)
 - often near ravines
 - ask a friend?
- **Explore**
 - make a safe room (forward operating base)
 - craft and sleep in bed- temporary spawn point - just in case!
 - be cautious and a smart navigator
 - find chests → collect treasures
 - clear out old debris:
 - wood posts/fence, minecarts, rail, torches
 - clean up passages and spawners
 - mine for ore
- **Return Home With Riches**

● **Show Off**

- to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL

Got Amusement?

(Creative Mode) Minecrafters need to have fun too! **Design and create an epic amusement park** full of games, rides, and more for everyone to enjoy.

Tasks

- **Clear Survival Inventory** - ONLY keep map
- **Choose Your Park Type**
 - mainly roller coaster
 - water park
 - mix or something altogether new?
- **Choose Your Fun**
 - what rides?
 - games?
 - extras?
- **Divide the Work**
 - have a friend help you
 - what rides or pieces is each team responsible for?
- **Design the Pieces** - use grid paper or paint to get your ideas on paper
- **Map It Out**
 - where will the entire park be located?
 - how will you lay out your components?
 - will it be randomly scattered OR
 - special areas for different attractions?

- **Construction** - build each part of the park
 - use of multiple materials to create functioning rides and more
 - solids, liquids, redstone, pistons
- **Details** - landscaping, lighting, paths, signs
- **Clear Survival Inventory** - ONLY keep map
- **Show Off**
 - to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL

Obstacle-icious

(Creative Mode) There are few events in life that get your heart pumping like an action-packed obstacle course! Use your own experience and imagination to **create a challenging obstacle course** for others to run.

Tasks

- **Clear Survival Inventory** - ONLY keep map
- **Choose Your Style** -
 - down to earth - along the ground
 - water world - built out to sea
 - flying high - in the air
 - subterranean - underground
 - mixture of some or all?
- **Choose Your Obstacles**
 - existing types or original ideas
 - use of multiple materials
 - solids, liquids, redstone, pistons
- **Divide the Work**
 - what rides or pieces is each team responsible for?
- **Design the Pieces** - use grid paper or paint to get your ideas on paper
- **Map It Out**
 - where will the course be located?
 - how will you lay out your components?

- **Construction** - build each part of the park
- **Details** - landscaping, lighting, paths, signs
- **Clear Survival Inventory** - ONLY keep map
- **Show Off**
 - to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL

Super Structures

(Creative Mode) Architects who design stadiums, mega-malls, airports, dams, bridges, monuments and more design on a huge scale! **Construct a replica OR an original design Super Structure** from the past, present, or future!

Tasks

- **Clear Survival Inventory -**
 - keep ONLY map - store all else in chest
- **Choose a Structure**
 - replicate existing construction - **recommended**
 - create an original - very very very challenging
- **Choose Your Location**
 - where will you build your structure?
 - consider scale (size in comparison to other stuff)
- **Plan Your Model**
 - use the grid paper OR
 - Microsoft Paint (see instruction sheet)
 - imagine the structure from all sides
 - identify the materials you want to use
- **Divide the Work**
 - Have a friend help
 - what are the team's responsibilities?

- **Construction** - build the structure
- **Details** - landscaping, lighting, paths, signs
 - model can be hollow, but must be 3D
- **Clear Survival Inventory** - ONLY keep map
- **Show Off**
 - to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions



LEVEL

Cityscapers

(Creative Mode) While architects design individual buildings, a **cityscaper** plans on the larger scale. Including: groups of buildings, streets and public spaces, whole neighborhoods and districts, and entire cities, to make urban areas functional, attractive, and sustainable. **Create an urban community (Minecraft City).**

Tasks

- **City Zones**
 - what areas should be included?
 - business, residential, natural, recreation, manufacturing, transportation
- **Choose Your Area**
 - cities usually spring up around a reliable transportation system (waterway, railway)
- **Components**
 - what buildings and other spaces must be created for a healthy city?
- **Divide the Work**
 - Have a friend help you
- **Design the Pieces** - use grid paper or paint to get your ideas on paper
 - IMPORTANT - goal is to build an entire city shell first...
 - each part of the city will become beautiful and cool with TIME
- **Map It Out**
 - how will you lay out your components?
 - should not be random - what makes sense?

- **Construction** - build the spaces according to plan and the map
- **Details** - landscaping, lighting, paths, signs
- **Clear Survival Inventory** - ONLY keep map
- **Show Off**
 - to your parents when you have completed all of these tasks to earn this achievement

Tips, Tricks or Questions



