LEVEL 1

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

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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 1

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 <u>food</u> and <u>other resources</u> *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	● iron
● arrows	● coal
● steak	● string
● pork chop	● extra tools, weapons,
● Eggs	and armor
● feathers	

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

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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

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LEVEL 2

Old MacStevies Had a Farm

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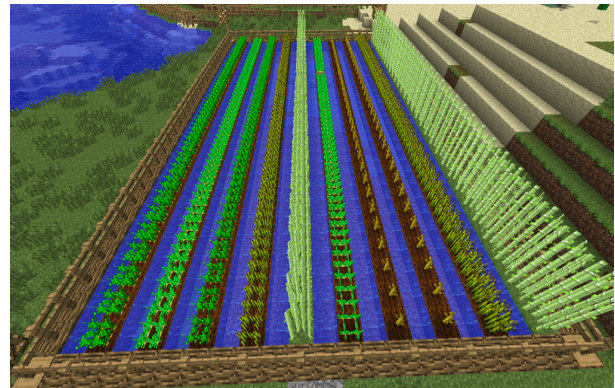
Tasks

- **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

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LEVEL 2

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 <u>one</u> 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

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LEVEL ⭐2

Be A-maze-ing

(**Creative Mode**) <u>Create an awesome puzzle MAZE</u> 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 <u>scratch</u> OR
  - <u>dig it</u> 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
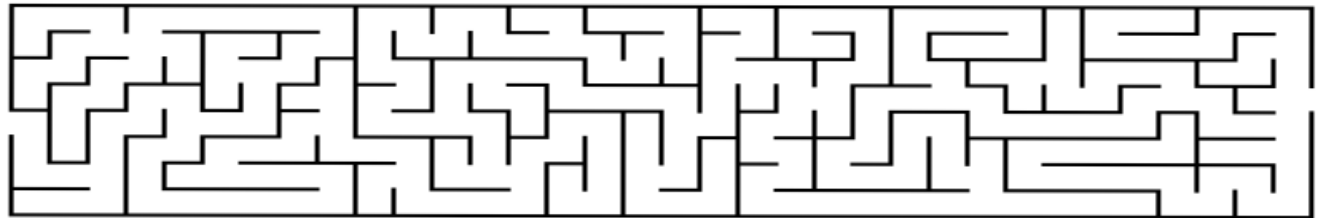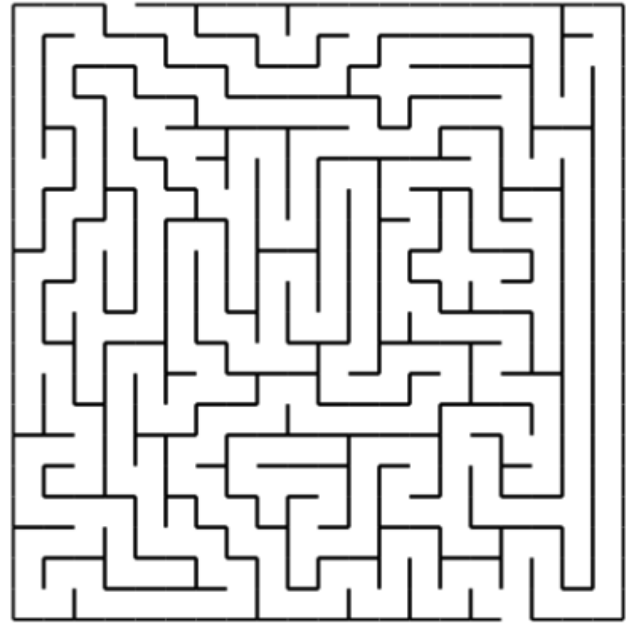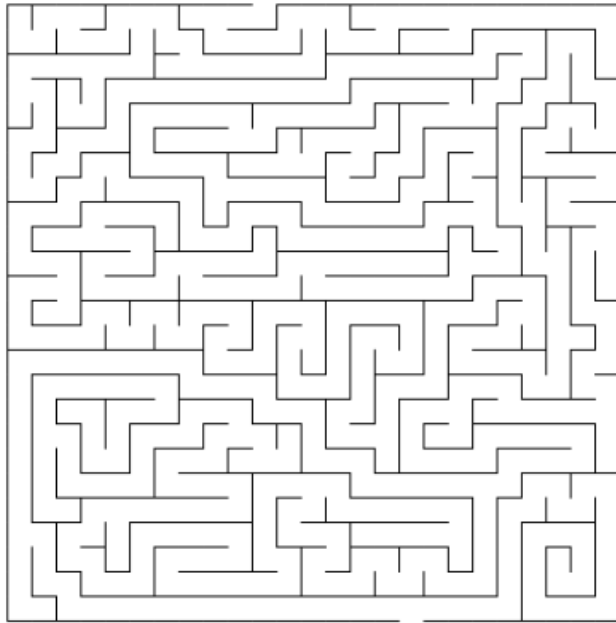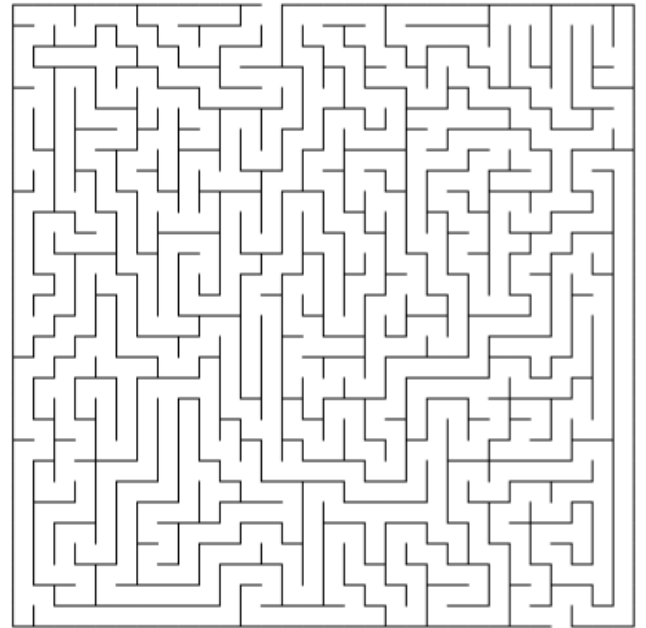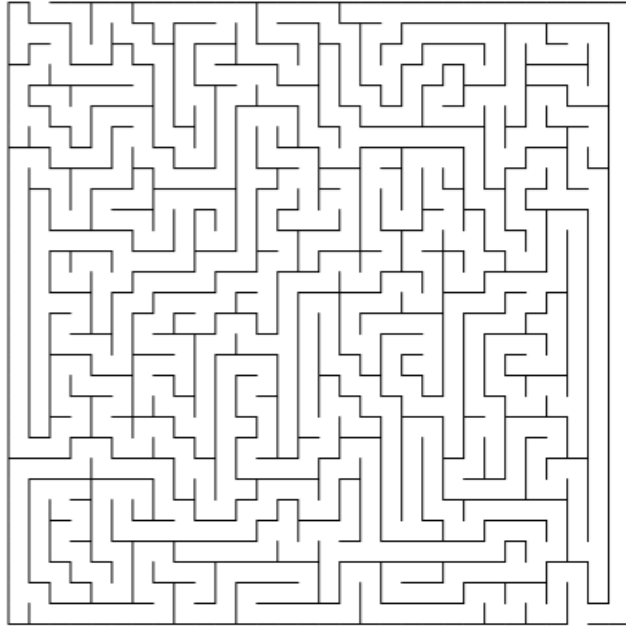
- **Clear Survival Inventory**
  - you MAY only keep your MAP
- **Show Off**
  - to your parents when you have completed all of these tasks to earn this achievement!

Tips, Tricks or Questions

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LEVEL 2

One, Two, Tree House

(**Survival Mode**) 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

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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

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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

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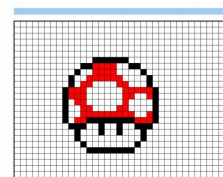_____

LEVEL 2 ⭐

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

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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
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LEVEL ⭐3

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

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LEVEL ⭐3

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

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LEVEL ⭐3

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

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LEVEL ③

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

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Code2Discover