MINECRAFT Rules
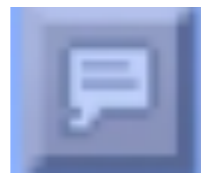
*You are only allowed to teleport to the world that YOUR GROUP have been assigned, unless you're told to help another group directly from your teacher.

*You may NOT spawn Villagers, Zombies, or squids. You may be invited to spawn 3-5 villagers in the final sessions, once your village is complete!

* Your job is to work in collaboration with your group so communicate, but do so with respect to each other. Any 'griefers' will be uninvited from the game.

* THINK about any problems you've come across, how can you get help from your group BEFORE you start shouting out at the teacher...
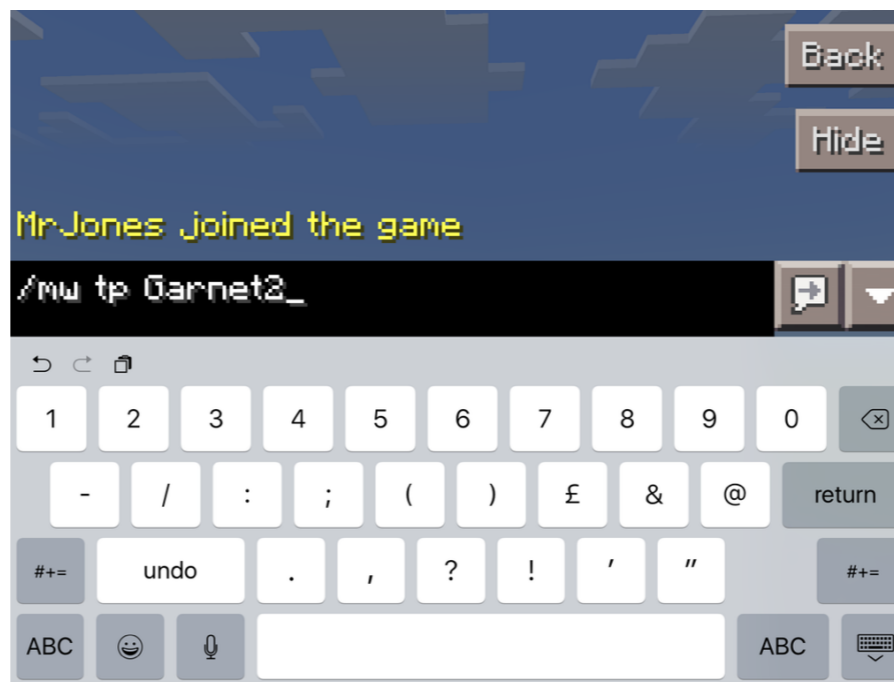
MINECRAFT

Change your name - garnet24 etc
all lower-case, no spaces

Click this to type the code

Code to teleport in Multiworld

/mw tp Ruby **I**
/mw tp Maroon **I**
/mw tp Garnet **I**
/mw tp Scarlet **I**
/mw tp Crimson **I**

Options

Back | Options

Game

Name | MrJones

Sound Volume

Difficulty

Third Person View

Back | Play | New

Minecraft: PE Server | 0/30
13.1

January | 12.2 MB
Survival Today

My World | 5.3 MB
Creative Today

emma mummy | 5.0 MB
Survival 5 days ago

at Nainy's | 2.5 MB
Survival 1 weeks ago

Back | Hide

MrJones joined the game

/mw tp Garnet2_

change the number in red to the number given to you
of your WORLD (1,2,3,4 or 5)

https://vimeo.com/153813445

If all goes well, you may get started on
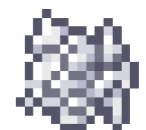digging and creating the river(s)!

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Session 2 – Creating Rivers and Forests.

You need to create a habitat for the Anglo-Saxon Settlers to thrive in. You may spawn trees to make a forest and create a river as the life source of their settlement.
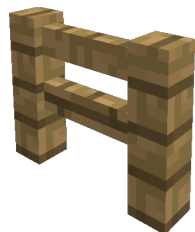

Tools and Materials Allowed – Soil/Grass blocks, Shovel/Pick Axe, Water Bucket, Torch, add Sapling Trees (and bonemeal) and plants/bushes

MINECRAFT

Session 3 – Creating farmland and fencing. Using dirt and fertile soil to create farming spaces and planting some sustainable crops. Maybe create some pens for animals.

<garnet13> garnet 10 help me to make the tree
<garnet15> just putting in water

Tools and Materials Allowed – Soil/Grass or natural blocks, Shovel/Pick Axe, Wooden fences, water, torch, plants and vegetables.

http://www.dkfindout.com/uk/history/anglo-saxons/what-did-anglo-saxons-eat/
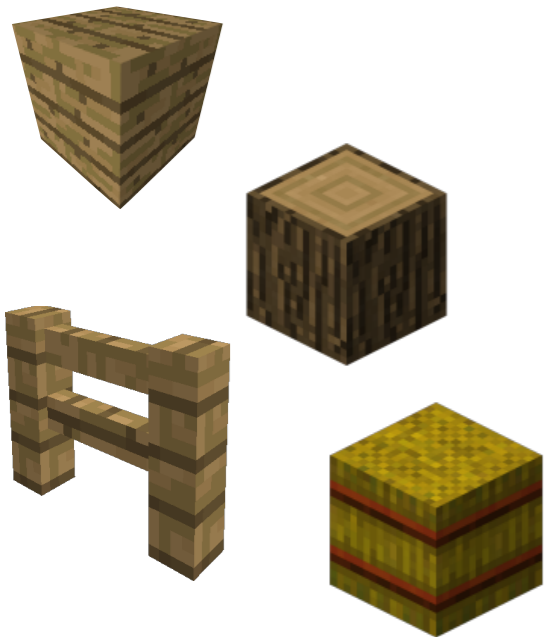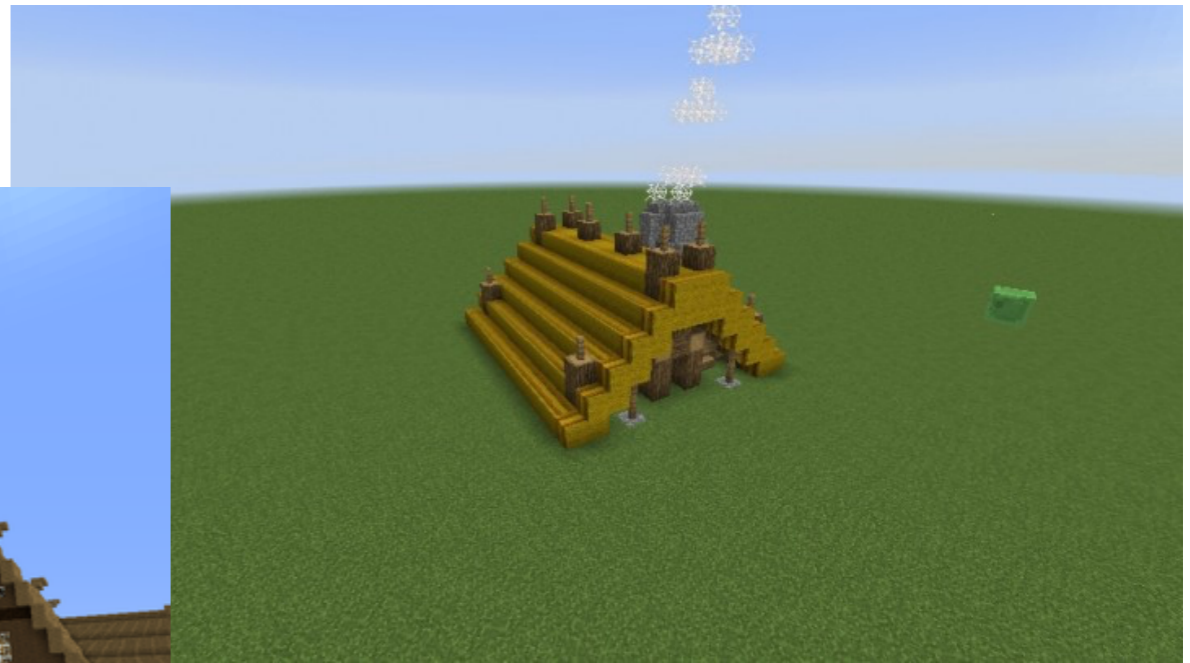
MINECRAFT

Sessions 4&5 – Housing with a smattering of Villagers.. Complete the settlement with Anglo-Saxon houses. Think carefully about the materials you will have to use!

Example of an interactive village to look at
http://www.pastexplorers.org.uk/village/

Another pupils example from Minecraft
https://www.youtube.com/watch?v=4t_pQNws8Ik

Tools and Materials Allowed – Wood Blocks, Hay bale blocks, fencing and ONLY at the end, villagers.