



KIDS & TEENS FREELANCING TRAINING

Minecraft Programming Course Outline

MODULE 1: Introduction to Minecraft & Programming Basics

- Overview of Minecraft Education Edition or Java Edition with mods
 - Understanding block-based coding (using tools like Code.org, Tynker, or MakeCode)
 - Basic logic: loops, events, and conditionals
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MODULE 2: Block Coding in Minecraft

- Using visual block coding to control Minecraft agents
 - Simple build commands (e.g. place blocks, dig tunnels)
 - First mini-project: Build a house with code
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MODULE 3: Redstone Engineering & Logic Circuits

- Introduction to Redstone components
 - Create logic gates (AND, OR, NOT) using Redstone
 - Design simple contraptions like doors, lights, or traps
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MODULE 4: Python Programming in Minecraft

- Introduction to text-based coding with Python (via Minecraft Pi or Edu Edition)
 - Use Python to build structures and automate gameplay
 - Project: Code a custom maze generator
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MODULE 5: Game Design & Custom World Building

- Elements of fun: gameplay, rules, challenges
 - Create custom Minecraft maps
 - Add NPCs (non-player characters) with simple AI
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MODULE 6: Modding with JavaScript or Java (Advanced)

- Intro to Minecraft modding using platforms like MCreator or LearnToMod
- Customize game mechanics and items
- Create a basic mod (e.g. flying boots or magic potion)

MODULE 7: Team Collaboration & Multiplayer Projects

- Coding in teams using shared worlds or servers
 - Version control basics (like saving checkpoints)
 - Build a group mini-game or challenge map
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MODULE 8: Final Project & Showcase

- Kids plan, code, and present their own Minecraft-based game or interactive world
 - Use concepts from all previous modules
 - Presentation to parents/teachers with feedback
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