LESSON 1	White Path Coding
Standard and Introduction *How will I introduce this topic outside of Minecraft?* 	In life, we use robots and machines to help us do things in dangerous situations. Code is the language we use to tell these robots what to do. Minecraft is no different. You'll encounter your first coding obstacle when you leave the research centre and follow the White Path.
Rubric *How will I know the lesson was successful?*	White Path Coding Rubric
Duration *How long do I need to teach this lesson? Will there be homework?*	1-2 class periods
# of Students	Full Class, working independently or in pairs
World *Will my students be using a blank world to create, or a pre-built world with prompts?*	Museum Minecraft: Rocks and Minerals View Library > Subject Kits > Computer Science > Block Coding > Upper Primary > Coding Fundamentals (choose keyboard or touch screen as applicable) > Coding Fundamentals 1 > Lesson 1
Level of Minecraft Experience	**Beginner** | **Intermediate** | Advanced
Modality *How will my students be joining their worlds?*	All Students in individual worlds on their own devices or in pairs

Assessment *How will I assess student understanding?*  *Where will I collect the assignments?*	**PICK ONE** ● Fill in White Path Coding Guide ● Use White Path Coding Guide as prompts to fill in Book and Quill journal ● Use White Path Coding Guide as prompt questions in a Flip topic and have students record their screens to explain their code and show it in action. **PICK ONE** ● Shared Drive ● LMS (Teams, Classroom, Canva) Assignment ● Flip topic
Modifications *Will I add anything extra in the game to enhance instruction (or require my students to include to enhance their demonstration of learning?)*	**PICK ONE OR MORE** Pair students with more experienced Minecrafters Do additional Coding Fundamentals (eg. Lesson 2)
Teach *Teacher demo and direct instruction – What do I need to model inside the game?*	● Work through Coding Fundamentals 1, Lesson 1 together as a class. ● Discuss different strategies (eg. Turning the agent and moving forward vs. moving the agent to the right/left, mapping the code on paper first, etc.)
Release *Student work time – What will students do on their own?* 	● Students apply these coding techniques to the Lava Path puzzle. ● Students record their struggles and achievements using the assessment method of your choice (they may use the Guide worksheet as prompts, or you can use the questions provided to come up with your own Flip prompts, etc.)

Reflect *How will I close out the lesson?*	Survey the group to see if different codes got the same results. Reinforce that there may be different solutions to a problem. If it works, it's correct!
Differentiation *How will I plan for students experienced with Minecraft?*	*If students complete the code quickly, ask them to use the reset button and try the other strategy to see if you get the same results.*