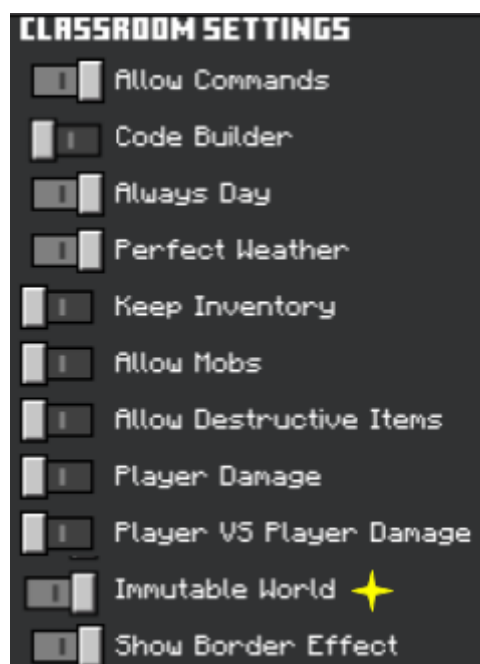
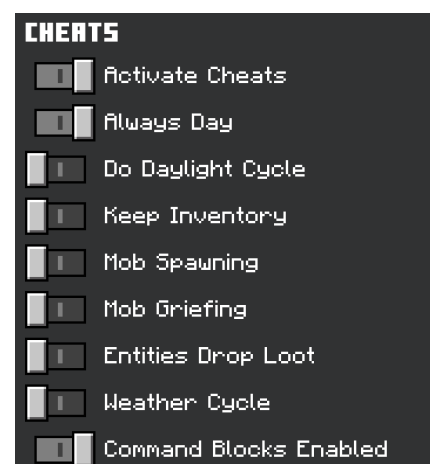
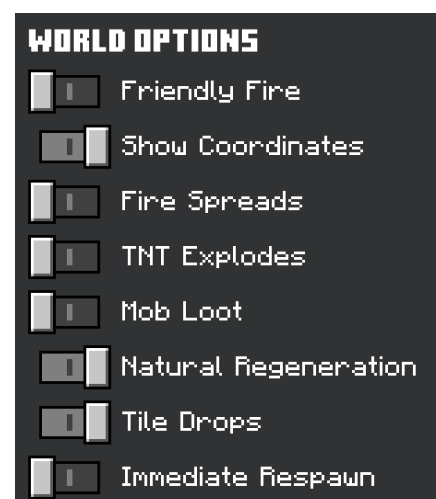


These settings are just recommendations if you are new to hosting and unsure where to get started. Ultimately the correct settings should be determined by what you NEED students to be able to do. For example, turning off Mob Spawning is great unless their build will require animals/NPCs, or they might want to include them. You can always change settings in a world if you realize something else is needed. Unsure what settings below actually mean? Refer to the [Game Settings](#) or [Classroom Settings](#) documents for descriptions.

NOTE: There are two ways to change Settings. You can select Settings from a world's thumbnail before entering, or you can enter a world and select Esc to bring up the pause screen, and select Settings from this menu. Some items may be grayed-out when in a world (like the world name and Code Builder, for example). To change these settings, exit the world and choose Settings from the thumbnail.

Game Settings

Classroom Settings



Immutable Worlds - whether you choose to turn this off or not is determined by whether the students have a dedicated build space. An Immutable World prevents players from altering the world. If dedicated build spaces are provided, those include an exception (allow blocks) and Immutable World should be **ON**.

