



# MINECRAFT

## Become a Minecraft Master

Student's Guide 20 Levels

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# Become a MINECRAFT MASTER



## Level

## Challenge

## Level

## Challenge

1

- Customize your character
- Create a world or join a world
- Configure game settings

6

- Tunnel into the ground and emerge somewhere else
- Tunnel into the ground and pass under a lake
- Build or find an underground cavern

2

- Explore your world
- Jump into water and get out again
- Break a block of material

7

- *Switch to Creative mode for the following levels*
- Build a house
- Create a treehouse
- Connect your treehouse to another treehouse

BRONZE

3

- Pick up an item
- Gather wood
- Move items from/to your hotbar and inventory

8

- Create a garden
- Tame an animal
- Breed animals

SILVER

4

- Make wooden planks
- Make a wooden crafting table
- Make a wooden pickaxe

9

- Build a road with a bridge
- Build a car
- Build a football stadium

GOLD

5

- Gather cobblestone
- Make a furnace
- Make a torch

10

- *You can work as a team for this level on a LAN*
- Build a realistic school (classrooms, building, schoolyard, etc.)

PLATINUM





# Become a MINECRAFT MASTER



## Level

## Challenge

## Level

## Challenge

11

Build the following solids:

1. A square-based pyramid;
2. A prism of your choice with:
  - a. At least 12 edges;
  - b. At least 8 summits;
  - c. At least 6 sides.

16

Faithfully build an Iroquois village circa 1500 (location, buildings, lifestyle, etc.).  
<http://primaire.recitus.qc.ca/sujets/3/territoire/56>

12

Create a garden

1. The garden must have a perimeter of 180 units.
2. Plant flower based on the following areas:
  - a. 450 units<sup>2</sup> planted with yellow and red flowers;
  - b. 300 units<sup>2</sup> planted with blue and purple flowers;
  - c. 750 units<sup>2</sup> planted with trees.

17

Build a castle, fit out the interior, and protect it with moats and a drawbridge.

13

Build a town (houses, school, stores, etc.).

18

Build an Incan city (location, buildings, terraced farming, etc.).  
<http://primaire.recitus.qc.ca/sujets/4/territoire/77>

14

Reproduce an existing sculpture (*The Thinker* by Rodin, *The Winged Victory of Samothrace*, the Lincoln Memorial Statue, etc.).

19

Create a city that looks like New York City with the Statue of Liberty and the Empire State Building.

15

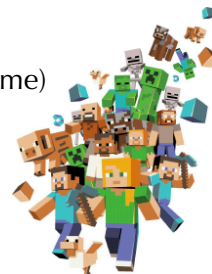
Build a rail system (stations, railways, train, circulation, etc.).



Build the Roman Forum.

RESOURCES:

[https://fr.wikipedia.org/wiki/Forum\\_Romain\\_\(Rome\)](https://fr.wikipedia.org/wiki/Forum_Romain_(Rome))



# Attestation

## Progression in levels



# MINECRAFT

01			
02			
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## Minecraft Education

### **Minecraft: The game**

Cave Game, which preceded Minecraft, was originally created in 2009. A small, independent publisher called Mojang went on to improve the game and develop the first full version of Minecraft in 2011. Microsoft bought the brand in 2014 and has released regularly updates since then. With over 150 million game licenses sold to date, Minecraft is among the world's top selling video games.

Minecraft presents a simple, block-based visual environment. Players design a virtual world and construct everything from blocks of material. Everything in that world is block-shaped, including dirt, trees, water and animals. The overall effect gives Minecraft an enchanted, cartoon-like ambiance.

But Minecraft is also an environment in which players evolve. Whereas most games have a story line to guide players, Minecraft offers a different experience. Players generate their own world, without any preset objectives.

In **Survival** mode, players must gather the supplies or resources they need to survive. They use these resources (wood, dirt, coal, stone, etc.) to build a shelter, craft tools for resource gathering, make weapons and armor, and so on. Although getting around during the day is no problem, the night brings deadly monsters. Players also have to feed themselves, either by working the land to harvest produce or by breeding farm animals. Once survival is ensured, players can set their own goals. They can explore their new world and develop it by building all sorts of structures, or they can explore the two other modes (**Creative** and **Hardcore**).

In **Creative** mode, players are invincible (monsters cannot kill them). Players also have complete access to all the building blocks, and they can break any block with a single click. They don't need to gather resources or craft tools in order to survive. Players are given free rein to design completely new worlds. They can also create imaginative structures and pixelated artwork.

This Guide describes the functions of two modes through various levels. In **Survival** mode, users will learn how to gather blocks in order to craft tools and build a house. They can then switch to **Creative** mode in order to create different structures, like a town or an Incan city.

## Keyboard and Mouse Controls for Minecraft Education Edition

When playing Minecraft Education Edition on a computer, use your keyboard and mouse (or touchpad). Remember that to use the commands in this Guide, you will need a QWERTY keyboard.

### Movement

**W:** Forward. Double-tap to sprint.

**S:** Backward

**A:** Left

**D:** Right

**Spacebar:** Jump. Allows you to swim upward in water. In **Creative** mode, double-tap to fly.

**Shift:** Sneak. Allows you to swim downward in water.

### Keyboard commands

**E:** Open your inventory.

**F:** Swap the items in your Main Hand and Off Hand.

**Q:** Drop the item in your hand to the ground.

**Esc:** Show the menu (this pauses a single-player game). The mouse can now be used to select items from your hotbar.

**Enter:** Show the text bar. The mouse can now be used to select items from your hotbar.

**TAB + CTRL** (or **TAB + CMD** on Mac): Toggle to another application.

### Mouse controls

**Mouse movement:** Controls turning and aiming.

**Left-click:** Use to break blocks and attack enemies.

**Right-click:** Use to place blocks, use items, interact with chests, etc.

**Mouse wheel:** Select items from the hotbar (or change items using the numbers associated with the slots).

# Levels (Solutions)

## *Become a Minecraft Master*



Image source: RealGameMedia (<https://realgamemedia.com/wp-content/uploads/2015/07/minecraft.png>)

## Level 1

### • Customize your character

#### *Level description*

Before starting to play, you can customize your character. Minecraft Education Edition provides a series of characters or skins to choose from.



This is the **main menu** screen. To the lower left, click the button with the speech icon to set the language. Select the **Play** button to access your game or the **Settings** button to choose your options. The two other buttons (**Library** and **Quick Play**) are Minecraft Education Edition functions that will not be used in this Guide.

On the **main menu** screen, click the **Hanger** button. You will see it below the character at the bottom right of the screen.



The **Choose Skin** dialog box opens. Select any skin you like. You can change your skin at any time by returning to the **main menu** screen.

Click the + button (framed in red) to view all choices for each category.



## .. Create a world

### *Level description*

In any video game, the first step is to create a game, and Minecraft is no exception to this rule. First, you have to set up your world so you can advance through the levels.

On the **main menu** screen, click **Play**.



The **Worlds** page opens. Click **Create New**.



Next, click **Create New World**.



In the **World Name** section, enter a name for your world. Then click **Create**.



## ... Configure the options for your world

### *Level description*

Now that you have created your world, you can choose certain settings. For example, you can choose the game mode and the difficulty level. You can also activate certain options.

Press the **Esc** key on your keyboard to open the menu. Then select **Settings**.



Under **Settings**, make sure the **Default Game Mode** is **Survival**. If another game mode is selected, click that mode and then select **Survival** mode.



Set the difficulty level to **Peaceful**. This will prevent monsters from bothering you.



From the **Settings** menu, click **Cheats**. Select **Activate Permanent Day**.

## Level 2

- **Explore your world**

*Level description*

Now that you've created your world and chosen its settings, it's time to take your first steps into the Minecraft universe.

For controls, refer to the section of this Guide titled **Keyboard and Mouse Controls for Minecraft Education Edition**. Move your mouse cursor to change your direction and discover all the parts of the landscape.

In this level, try to find a river. This will help you complete the next level.



- **Jump into water and get out again**

*Level description*

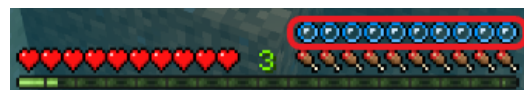
In Minecraft, there are a lot of rivers. Once submerged in water, your character will sink and—just as in real life—you will have to resurface in order to breathe. That's why you need to learn how to swim in Minecraft.

Start by finding a river that you can swim in. It must be at least two cubes of water deep for your character to be submerged.

When you get to the river, jump in and let yourself sink to the bottom. To sink faster, press the **Shift** key. To swim around, use the **W**, **A**, **S**, and **D** keys. Use the **Spacebar** to swim upward.



Keep an eye on your bubbles (above your Hunger Bar), which appear as soon as you enter the water. When all ten bubbles have burst, you run out of oxygen and drown!



... **Break a block of material**

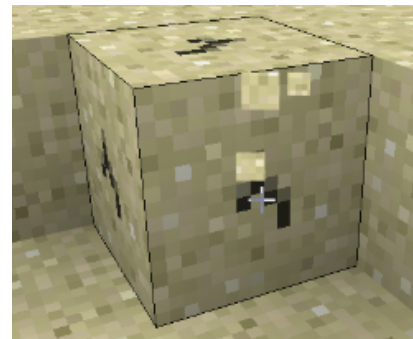
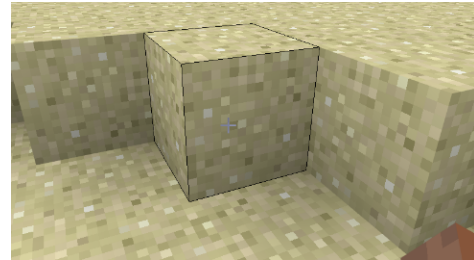
*Level description*

Now it's time to gather your first block of material. You can collect the blocks that you see around you. You will use them later to build a shelter and craft tools.

In this level, gather a block of dirt or sand.

To gather a block, first stand next to it. When you place your cursor on the block, it will be clearly outlined with black lines.

To break the block, place your cursor on the block, then left-click and hold. Your character will scrape the block and the block will show cracks. If you let go of your left mouse button before the block is completely broken up, the cracks will disappear and you'll have to start over.



## Level 3

- **Pick up an item**

*Level description*

You have just broken up a block. Now you have to pick it up so you can use it.

Once a block is broken, it shrinks and hovers above the ground. Move close to the block. When you are close enough, your character will automatically gather it.

You'll then see the block in your hotbar.



- **Gather wood**

*Level description*

For the next levels, you'll need wood. Wood is a basic resource, because you need it to build your crafting table and your basic tools (as we'll see in the next level).

Find a nearby tree. Trees are usually at least three blocks tall, but you can choose a taller one if you prefer.

Just as you did in Level 2.3, break all the logs in the tree you selected.

Note: When all a tree's logs have been broken, the leaves begin to disappear. That is when you can gather resources like saplings, sticks and apples.

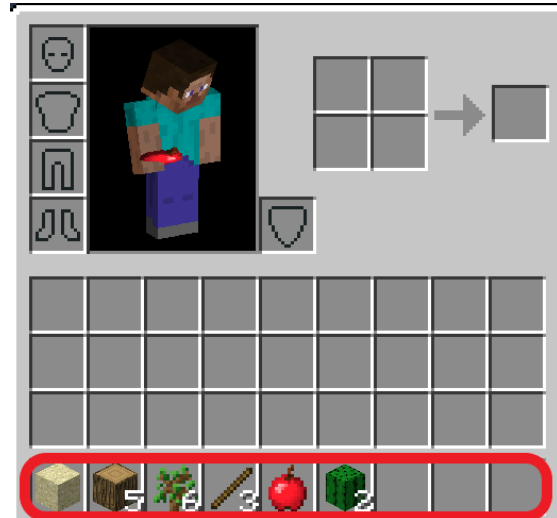


### ... **Move items from/to your hotbar and inventory**

#### *Level description*

Now you have several items in your hotbar (at least one block and several logs). Managing your inventory is an important task in Minecraft because your inventory has a limited number of slots. Here you'll discover how to select an item, then move it into your hotbar or your inventory.

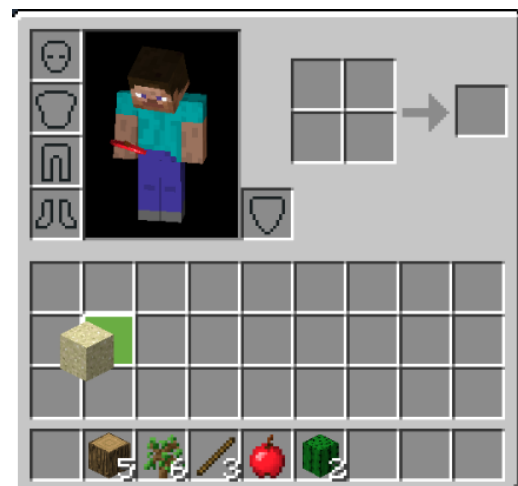
To access the inventory, press the **E** key on your keyboard. Now you can see all the items you are carrying. You can also use it to store armor and to access your crafting table (discussed in the next levels). Opening your inventory allows you to view your hotbar (at the bottom, framed in red).



To manage the item selected in your hand (framed by a grey rectangle), use the numbers 1 to 9 on your keyboard or use the mouse wheel.



Press the **E** key to open your inventory. To move an item from your hotbar to the inventory, place your cursor on the block and left-click it, then move your cursor toward the inventory. When a slot turns green, left-click to place the block. Use this process to move the block you picked up in level 3.1 into the inventory.



## Level 4

- **Make wooden planks**

*Level description*

Earlier we gathered logs. But before you can use the logs to make items, they must be turned into planks. To do this, use the crafting grid in your inventory.

Place your cursor on the logs, then left-click and hold to place the logs on the crafting grid. Left-click to deposit all the selected logs, or right-click to deposit a single log.



Once the logs are placed, the planks should appear in the grid to the right of the arrow. Left-click to create a batch of planks (4). To transform all the planks deposited, hold down the **Shift** key and left-click.



Another way to make items is to use the recipe book. Activate the recipe book by clicking the icon that depicts a chest and a book. A new interface will appear to the left of your inventory. Click the wooden planks; the logs will automatically be placed in the crafting grid.



.. **Make a wooden crafting table**

*Level description*

There are only four slots available in your inventory for crafting items (crafting grid). However, a lot of recipes require more than four slots. You will now build a crafting table using the planks you created earlier. This will give you more room for more complex recipes.

In your inventory, fill in the crafting grid with four planks (use the recipe book if you like). Right-click to place a plank in a slot.

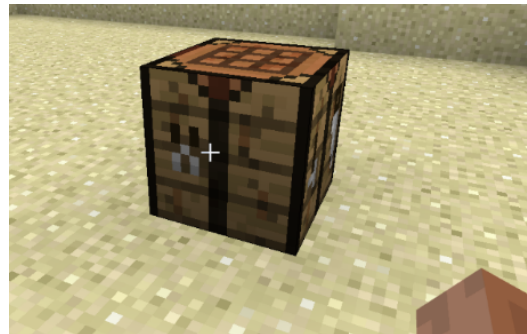


... **Make a wooden pickaxe**

*Level description*

Now that you have a crafting table, you can create tools like a wooden pickaxe. A pickaxe is used to mine stone blocks. The first step is to create sticks (if you did not gather any when you cut down the tree).

Place the crafting table in your hotbar. Select the hotbar using the number for its position in the hotbar or using the mouse wheel. Right-click the crafting table to place it on the ground. To use the table, point your cursor and right-click. You now have nine slots in your crafting grid.



To create sticks, stack two planks.

Note: The planks can be placed anywhere in the crafting grid.



To craft the pickaxe, you need two sticks and three planks. Place the three wooden planks so as to fill the top row. Place the two sticks in the middle column.



## Level 5

- **Gather cobblestone**

*Level description*

Now you have a pickaxe you can use to mine cobblestone, among other materials. Before, had you tried to scrape cobblestone, you would not have been able to recover it. You need a pickaxe to gather cobblestone, which can then be used for new recipes. To successfully complete this level, you must recover at least eight cobblestones.

Start by finding stone. If you are near a mountain, you can often see uncovered cobblestone. If not, just dig into the ground a little to uncover some.

Use the wooden pickaxe to mine the cobblestone, the same way you did in levels 2.3 and 3.2.



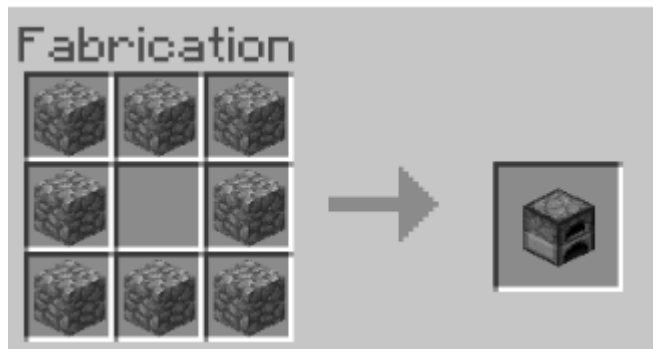
- **Make a furnace**

*Level description*

In Minecraft, a furnace can be used for several purposes. You can use it to cook meat, smelt metal like iron and gold, make glass from sand, and so on. That makes a furnace very useful!

To make a furnace, you will need your crafting table and eight cobblestones. Place the cobblestones around the perimeter of the crafting grid (only the middle slot will be empty).

Tip: A right-click will deposit a single cobblestone. You can also left-click and hold to trace the shape; the number of cobblestones will be distributed based on the number of slots selected.



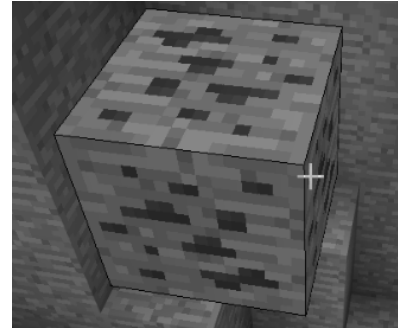
### ... **Make a torch**

#### *Level description*

Torches are used to light dark places like underground caverns. Because monsters cannot appear where there is light, torches are also good for protection against nighttime dangers.

To craft a torch, you will need coal. There are two ways to get coal:

1. The easiest way is to mine it. Coal blocks look like stone, but have black spots.
2. You can also create coal using a furnace. Cooking a wood log gives charcoal. Furnaces need fuel<sup>1</sup> (lower box) to cook the material (upper box). You can use another log, wooden planks, or sticks.  
Note: Two sticks are needed to cook a log.



Once you have coal or charcoal, you're ready to craft a torch. Place the material on top of a stick, either in the crafting grid of your inventory or using your crafting table.



---

<sup>1</sup>Fuel: material that is burned to generate heat.

## Level 6

- **Tunnel into the ground and emerge somewhere else**

*Level description*

For this level, you must dig a tunnel that you will then use to move from one location to another. You must emerge from the tunnel to the surface. Remember that your character is two cubes tall. It is easier to successfully complete this level if you find a flat location.

Note: If you gathered more cobblestone than you needed to make the furnace, you can make a stone pickaxe. This type of pickaxe is more durable and mines blocks faster than a wooden pickaxe.

Start by digging stairs: mine a block on the ground, then move down. Mine the block in front of you, then the one beneath you, and move down. Mine the two blocks in front of you, then the one beneath you, and move down.

Now you only have to mine the blocks in front of you (two blocks high). The tunnel must be at least five blocks long from this point. Use a torch to light your tunnel. Finally, mine stairs to exit the tunnel.



- **Tunnel into the ground and pass under a lake**

*Level description*

To successfully complete this level, you must dig a tunnel that passes under a lake and exit the tunnel on the opposite shore. Start by finding a lake that you will tunnel under. Be careful: the blocks of sand often found at the bottom of lakes can fall and cause your tunnel to flood. That means you'll have to dig deep enough to avoid this problem.

Tip: When you tunnel under the water, the blocks above your head will leak (you'll see water drops forming). Don't break these blocks, or else your tunnel will be flooded.

This tip will help you figure out if you should keep tunnelling a bit farther before coming back up to the surface.



... **Build or find an underground cavern**

*Level description*

When you generate your world, a number of underground caverns automatically form. The entrances are sometimes found on the surface, in which case they are easy to enter.

If you don't find an underground cavern, you can build one yourself.

Dig down to a depth of 15 blocks. At this depth, you can create a cavern. You can make your cavern either linear or circular. However, it must be at least 15 blocks long and four blocks high.



## TUTORIAL

### Creative Mode: Activation and Functions

\*A must-do before moving on to Level 7

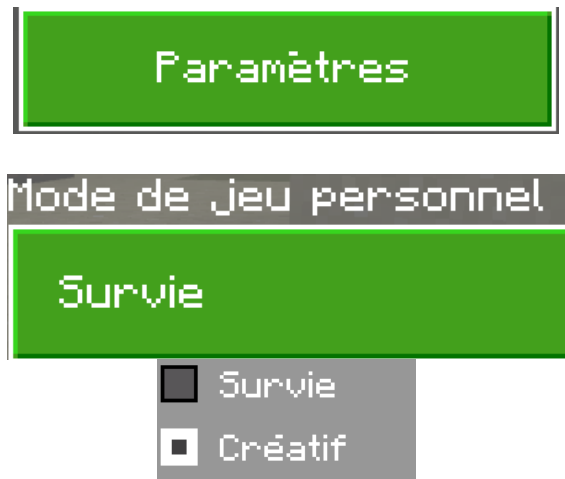
To make it easier for you to gather the resources you need for the next levels, you must now switch to the **Creative** game mode. This will give you access to all Minecraft blocks. You'll be able to fly (by double-tapping the **Spacebar**) and break blocks with a single left-click.

To switch to this mode, open the **Options** menu, then press the **Esc** key on your keyboard. Then click **Settings**.

In the **Game** section, change the **Personal/Custom Game Mode**.

Click **Survival**, then select **Creative**.

Close **Options**. You are now ready to play in **Creative** mode.



To fly, double-tap the **Spacebar**. As when you're swimming, hold down the **Spacebar** to fly upward and the **Shift** key to fly downward. You can also double-tap the **W** key to fly faster.

Note that when you open your inventory, the window will look different than in **Survival** mode. You can now access all the game blocks. There is a search bar you can use to find specific blocks.

Otherwise, to the upper left, the blocks are broken down into four categories:

- building blocks;
- tools and armor;
- decoration blocks;
- natural blocks (dirt, cobblestone, flowers).



To the upper right, you can access different inventory configurations, like the ones you had in **Survival** mode.



## Level 7

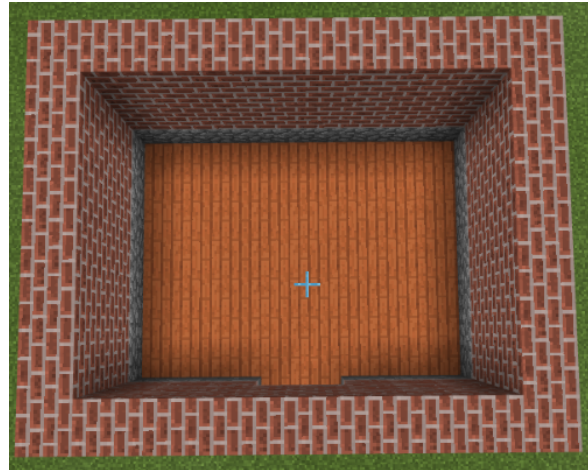
- **Build a house**

*Level description*

For this level, you'll need to build a house. It must consist of a single storey and four walls. In **Creative** mode, you have access to all Minecraft blocks. Take advantage of this to decorate your house with doors, windows (glass blocks), carpet, and so on. Use your imagination.

Start by laying the foundations of your house. These will determine the footprint of your house.

Second, erect the walls and lay the floor. These can be made of materials other than that used for the foundations.



Next, add a roof. The roof can be flat or inclined—use stairs to make this part easier!

And finally, it's time to decorate your house. Take a look at this example. →



.. **Create a treehouse**

*Level description*

For this level, you need to build a treehouse. It must be big enough for you to move around in, but not too big. Use ladders to access your treehouse. If possible, build your treehouse near another tree; this will make the next level easier.

Find a tree that is tall enough. Another option is to build your own tree in the exact size you like.

Once you have your tree, get rid of the unnecessary foliage (leaves) and logs.

Build a cabin around the tree trunk. You can use any materials you like to build your treehouse. Finally, add ladders so that you can get in and out of your treehouse.



... **Connect your treehouse to another treehouse**

*Level description*

To successfully complete this level, you must connect two treehouses that you have built. You'll need to build a second treehouse, then create a bridge between them.

Build your second treehouse. It should be fairly close to the first one.

Next, build a bridge between the two treehouses using the material of your choice. If you like, add guardrails to your bridge.



## Level 8

- **Create a garden**

*Level description*

Now that you have built a home (Level 7.1), you'll need a source of food. One Minecraft strategy is to make a garden. Cultivating produce will give you a regular source of food. You'll need to gather some seeds and plant them in tilled soil. However, this tilled soil must be irrigated (supplied with water) from a water source that is within four blocks. After you plant your seeds, set up fencing around your garden to ward off animals.

Prepare a water source to irrigate your land. Make sure it is within four blocks of the land you want to irrigate.

Use a hoe to work the soil around your water sources. Make sure your soil has enough moisture (framed in red). If the soil dries up, take the time to set up a new water source nearby.



Next, right-click to plant seeds in the soil (the seeds must be selected in your inventory). You can grow several types of produce: carrots, potatoes, beets, etc.

Finally, build a fence around your garden to ward off animals. Add a gate to the fence so you can enter your garden to harvest your food.



## •• Tame an animal

### *Level description*

Animal farming is another source of food. This will provide you with meat, which is far more nourishing than the foods from your garden. Your garden is still a critical step because you will need food to tame the animals.

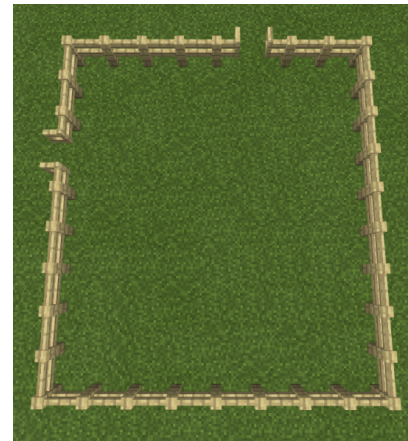
To tame an animal, you'll need to have food that will attract that animal. Refer to the list below for the animals' food preferences. The animal will follow you, as long as you move slowly. This is how you lead them into enclosures or pens. For this level, you must tame at least two animals of the same kind.

Here is what the animals prefer to eat:

- Chickens prefer grains and seeds (wheat, pumpkin, etc.).
- Rabbits prefer carrots or dandelion plants.
- Pigs prefer carrots, potatoes, and beets.
- Sheep prefer wheat.
- Cows prefer wheat.

Start by building a pen for your animals using fences (it is impossible to jump over fence blocks). Remember to include a space through which your animals can enter.

Note: Pens must usually be lit to prevent monsters from appearing. Because you are in the **Peaceful** difficulty level, there is no need for lighting.



Tame an animal using its favorite food. Once it follows you, move toward your pen. Keep checking to make sure your animal is still following you. Once the animal is inside the pen, close the fence gate.



... **Breed animals**

*Level description*

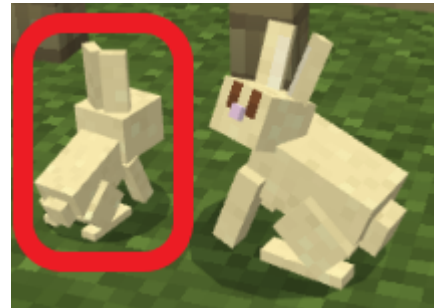
Now that you have two animals in your pen, it is time to breed them.

When you feed an animal its favorite food (see the list in the previous level), it will switch to **Love** mode. If two animals next to each other are in **Love** mode, they will reproduce. Offspring (a baby animal) will appear. After a while, it will become an adult and will also be able to reproduce.

Feed the two animals by right-clicking the animal with its favorite food. They will switch to **Love** mode.



The animals will then reproduce and give birth to offspring.



## Level 9

- **Build a road with a bridge**

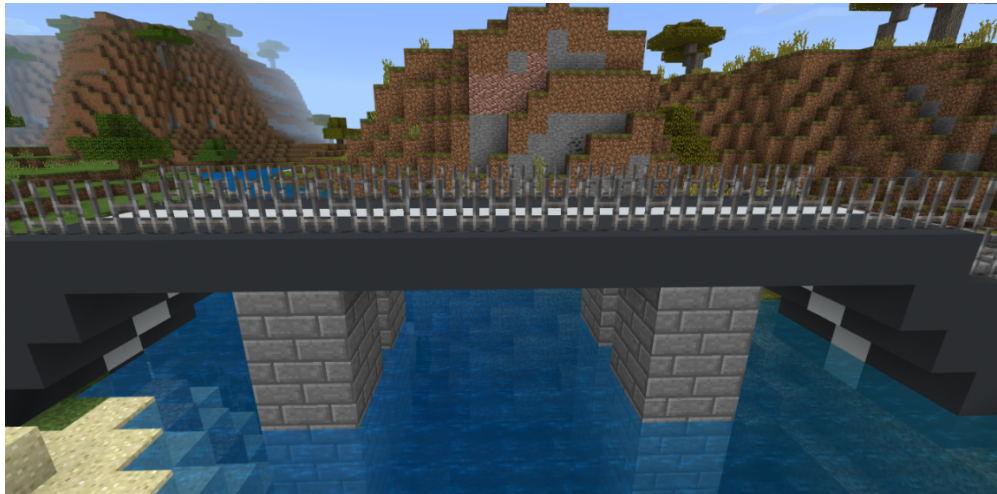
*Level description*

This level involves two steps: first you will have to build a road, then build a bridge across a river. Your road and your bridge must be at least three blocks wide.

Use whatever material you like to build a road. Place low walls, fences or iron bars along the road. Illuminate your road so that you can use it at night.



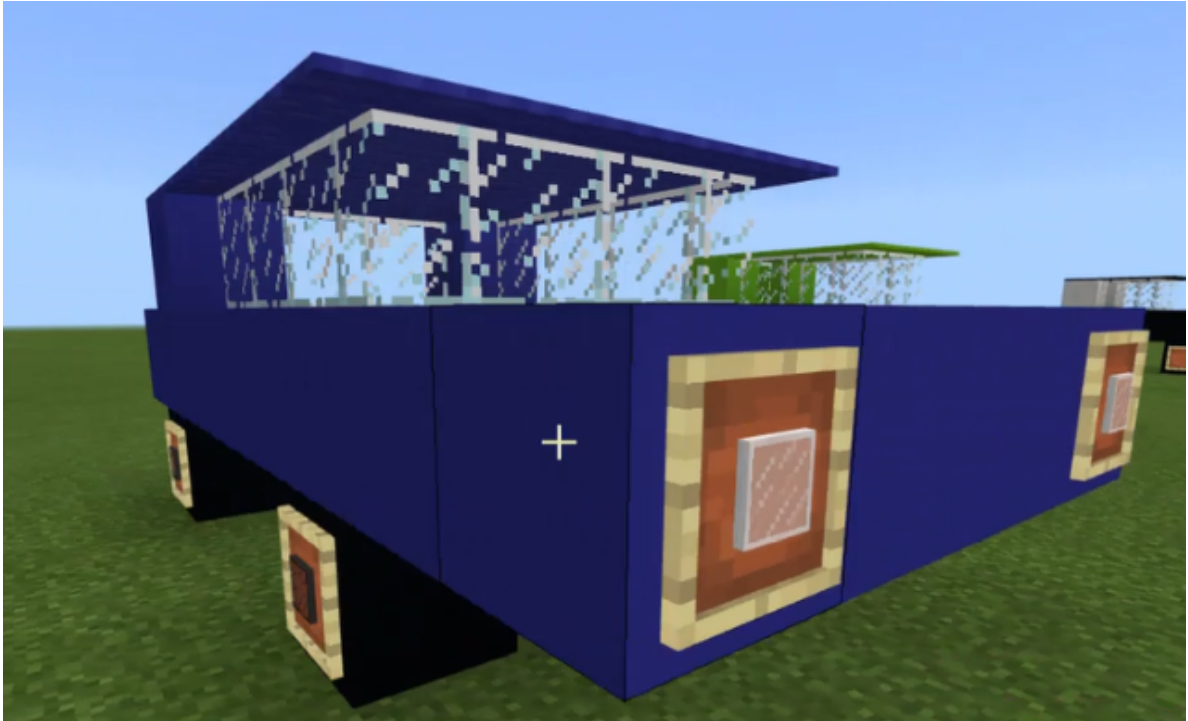
Build your bridge across a river. The bridge can either be suspended over the water or be built on the water's surface. As you did with the road, place low walls, fences or iron bars along the bridge to prevent you from falling into the water.



.. **Build a car**

*Level description*

For this level, you will need to build a car. Of course, your car must have at least four wheels. But it must also have a windshield built using glass blocks or panels. You are not required to climb inside the car to successfully complete this level.



... **Build a football stadium**

*Level description*

Next you will have to build an American football stadium. It can be helpful to conduct a Google search for images. The stadium must have two end zones in a different color than the rest of the football field. Build Y-shaped posts in both end zones. You must also create zone boundaries using white blocks. Finally, place stadium seating around the field for spectators.

Start by preparing the football field. Place a post and an end zone. Then mark the boundaries of the play areas. Note that halfway point of an area is marked by a single white block, while the end of the area is marked by a white line. You must create at least five play areas. Place the second post and the second end zone.



Build the stadium around the football field. Place an entrance for players in the middle of the field. Build stadium seating around the field.





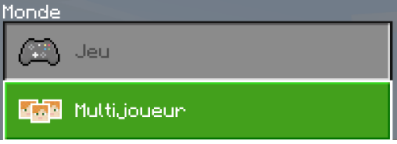

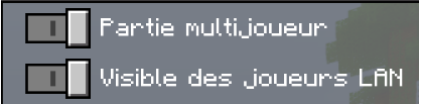

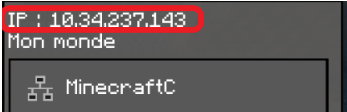
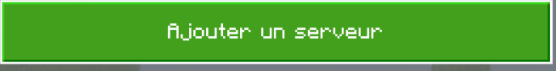


## Tutorial

### Multiplayer Mode

\*A must-do before moving on to Level 10

For the next levels, you have the option to work with a team. To do so, you'll need to connect to the world of one of the players. There are two roles: host and guest. Guests join the host's world.

HOST	Guests
Hosts must make sure that their game is open to all. From the <b>main menu</b> screen, click <b>Play</b> .	Guests must join the host's world. From the <b>main menu</b> screen, click <b>Play</b> .
	
Under <b>Worlds</b> , click the pencil icon to the right of the world in which you wish to host your guests.	Under <b>Worlds</b> , click the <b>Friends</b> tab in the upper middle.
	
Go to the <b>Multiplayer</b> section.	Click the host's name to join his or her world.
	
Make sure both options are activated so that guests can find your world.	If you're not on the same network as the host, click the <b>Servers</b> tab.
	
If your guest is not on the same network, you will need to give him or her an IP address. In your world, press the <b>Esc</b> key. The IP address is located to the upper right.	Click <b>Add a Server</b> .
	
	Under <b>Server Address</b> , enter the host's IP address. Click <b>Play</b> .

## Level 10

### ... **Build a realistic school (classrooms, building, schoolyard, etc.)**

#### *Level description*

As a team, your task is to recreate your school. Reproduce your school's outside appearance, its schoolyard, classrooms (their location), and so on. Break down the tasks among the team members: one person can create the schoolyard while another builds the school. Then, break the school down as well: for instance, one person can create the gym, cafeteria and auditorium, while the other can create the classrooms, the principal's office, the secretary's office, etc.

Here is an example of a classroom:



Here is an example of a cafeteria:



## Level 11

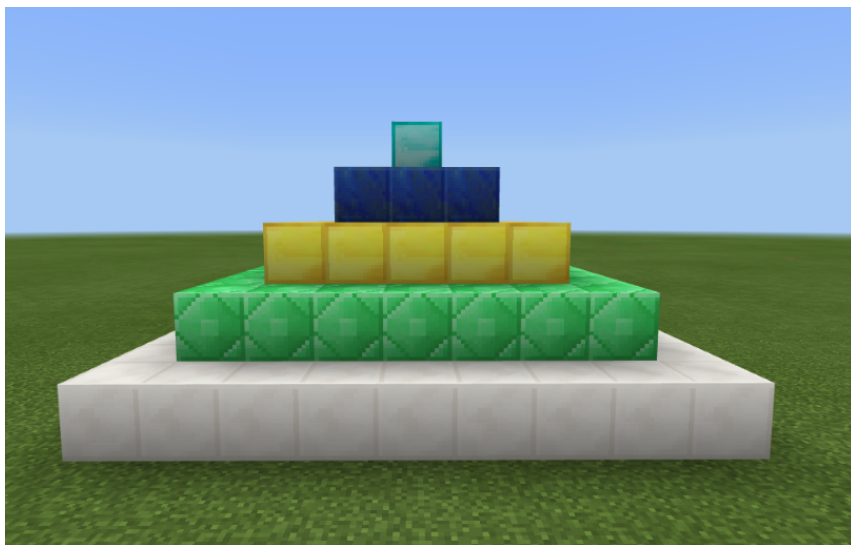
### ... **Build a square-based pyramid**

#### *Level description*

Working alone or with other team members, your task is to create a square-based pyramid. Use whatever materials you like to build it. To successfully complete this level, your pyramid must be at least five units (blocks) high: a pyramid of this height requires a base with sides that measure nine units.

Build the square base, then the four other levels, with the material of your choice.

The pyramid shown in this example is five blocks high:



### ... **Build a prism**

#### *Level description*

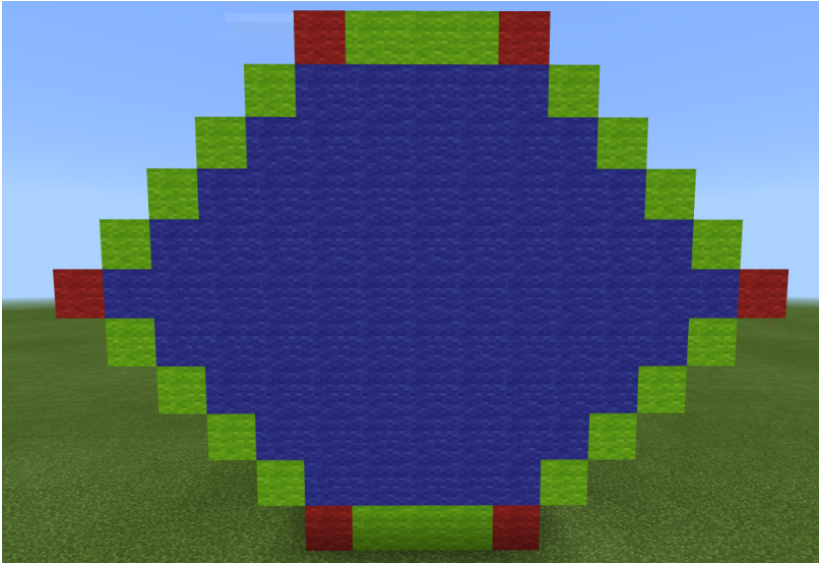
In this task, you must build a prism that meets the following conditions:

- At least 12 edges;
- At least 8 summits;
- At least 6 sides.

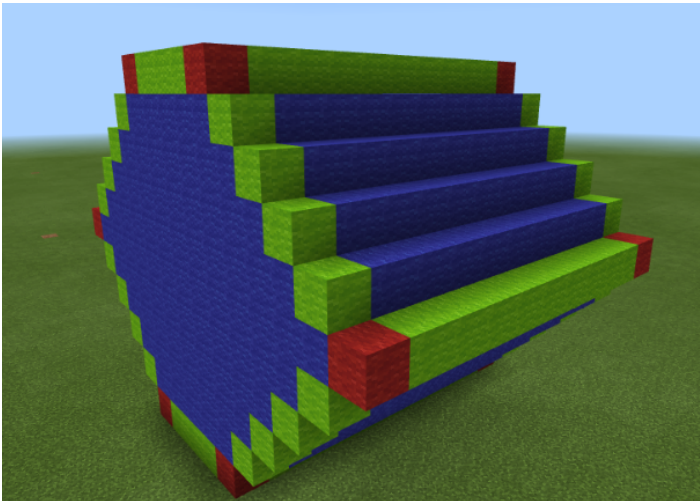
To properly represent the characteristics of your prism, use green wool for edges, red wool for summits, and blue wool for sides.

Below is an example of a prism using this colour code:

**Front view**



**Perspective view**



## Level 12

### ... Create a garden

#### *Level description*

In this task, you must create a garden. However, it must meet certain conditions. Your garden must have a perimeter of 180 units and be bordered with a fence, low wall or iron bars. It must also be divided into three sections:

- 450 units<sup>2</sup> planted with yellow and red flowers;
- 300 units<sup>2</sup> planted with blue and purple flowers;
- 750 units<sup>2</sup> planted with trees.

Each section must be marked off with fencing, low walls or iron bars. Decorate the space left over in any way you like (paths, benches, etc.).

Note: one unit equals one block.

Yellow and red flowers include: dandelions, daisies, sunflowers, poppies, red tulips, and rose bushes.



Blue and purple flowers include: blue orchids, cornflowers, alliums, lilacs, peonies, and pink tulips.



To plant trees, use saplings and bone meal. Trees need a certain amount of space to grow: if bone meal doesn't work, move your sapling.



Here is an example of a garden:





## Level 13

### ... **Build a town (houses, school, stores, etc.)**

#### *Level description*

For this level, you will build a town with buildings and roads. Think about how your own city is built (residential areas, shopping centre, parks, etc.). If it's easier for you to do so, recreate the town or neighbourhood where you live. You need to construct at least 10 buildings, of which there must be at least five types (among the following):

House	Daycare centre
Condominium tower	Restaurant
School	Hospital
Movie theatre	Museum
Shopping centre	Arena
Grocery store	Sports field (baseball diamond, etc.)
Service station	Public pool

Here is an example of a house:



Here is an example of a hospital (aerial view):



Here is an example of a town hall:



## Level 14

### ... **Reproduce an existing sculpture**

#### *Level description*

For this level, you'll use Minecraft to reproduce an actual sculpture, like *The Thinker* by Rodin, the *Winged Victory of Samothrace*, or the Lincoln Memorial Statute. The first step is to choose the sculpture you will reproduce. If you already have an idea, conduct a Google search to find an image, then start building. Try to stick to the same proportions and materials so that your outcome is as faithful to the original as possible.

If you're short on ideas, do a Google search. You can use the following keywords in your search after the word "sculpture":

- Famous
- Louvre
- Greek
- Antiquity
- Mythology
- Well-known

Here is an example of Rio de Janeiro's famous *Christ the Redeemer*:



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<sup>2</sup> Source of image for *Christ the Redeemer* in Rio de Janeiro, Brazil: [https://www.lafrancaisedescircuits.biz/INDISPENSABLE\\_BRESIL-2411.to](https://www.lafrancaisedescircuits.biz/INDISPENSABLE_BRESIL-2411.to)

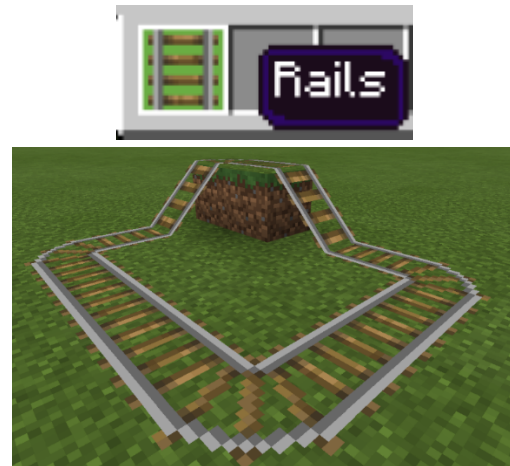
## Level 15

### ... Build a rail system (stations, railways, train, circulation, etc.)

#### *Level description*

Minecraft has elaborate components for a rail system. Use these to build a railway. You can build your railway in the town you created for Level 13. You'll need to construct railway stations and circuits connecting the stations. Minecarts move automatically using the rail system. There are four types of rails:

1. **Rails** allow minecarts to circulate. You lay them on the ground and connect them to the next closest rails. They can run uphill or downhill and turn.



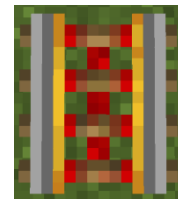
2. **Powered rails** speed up minecarts. However, you need to power them with a redstone torch or block, a lever (which the player can activate), or an activator rail. Be careful: powered rails can only be laid in a straight line! That means you cannot use them on bends.



Deactivated rail:



Activated rail:



3. **Detector rails** are designed to detect when a minecart is passing and to emit a signal. If one is placed directly in front of a powered rail, it can activate the powered rail when a minecart arrives.



Below you see a detector rail activating a powered rail:

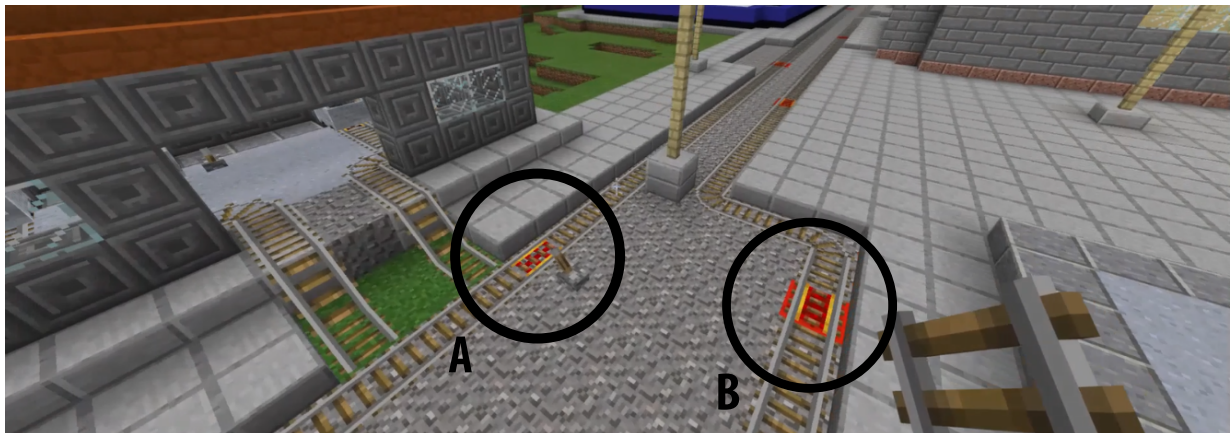


4. **Activator rails** are mainly used so that players can exit a minecart when the cart rolls over the activator.



To use a minecart, just place it on a rail and climb aboard by right-clicking. Once you're aboard, you can move the minecart forward or backward by pressing the **W** or **S** key respectively. However, propulsion is limited. That's why you need to include powered rails in your rail system. To get off a minecart, press **Shift**.

Here is an example of a railway station and a rail system. Notice the two powered rails: one is powered by a lever (A) and the other, by a redstone block (below the rail) (B).



## Level 16

### ... Faithfully build an Iroquois village circa 1500 (buildings, lifestyle, etc.)

#### *Level description*

In this task, you'll need to build an Iroquois village around the year 1500. You'll find the following website useful (French only): <http://primaire.recitus.qc.ca/sujets/3/territoire/56>. It contains lots of information about the lifestyle of the Iroquois nation circa 1500. Choose (or build) the right kind of environment for the village. Consider how they lived: what did they eat? How did they get around, for the most part? How big was their territory in 1500?

The next step is to build the village. Think about the type of building, quantity (the number of inhabitants), how the village perimeter was marked off, and so on. Again, consider their lifestyle and their diet. Remember to check out the various sections of the site, as they contain all the information you need to successfully complete this level.

Here is an example of a long house:



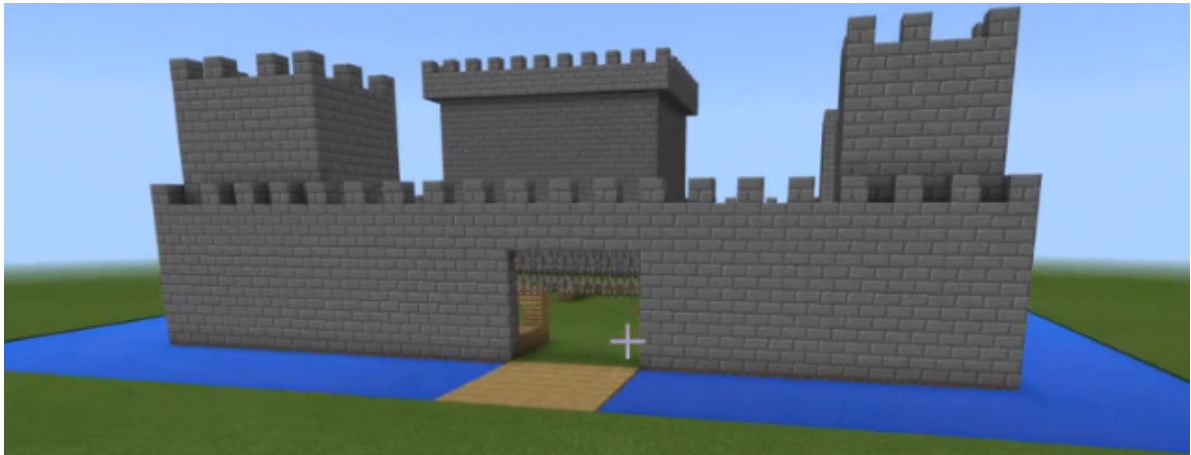
## Level 17

### ... **Build a castle, fit out the interior, and protect it with moats and a drawbridge**

#### *Level description*

For this level, you must build a castle. You'll find it helpful to conduct a search with Google Images using "castle" as a keyword. This task also involves fitting out or decorating the castle's interior. Search the Internet to determine what was usually found inside a castle. To successfully complete this level, you must have at least three different elements in the castle (a blacksmith's shop, stables, etc.). You must also protect the castle with moats (water-filled pits that surround the castle) and a drawbridge.

Below is an example of a castle, protected by moats and a drawbridge:



Here is an example of a blacksmith's shop inside a castle:



## Level 18

### ... **Build an Incan city (location, buildings, terraced farming, etc.)**

#### *Level description*

Your task is to build an Incan city using the information found on this website (in French only): <http://primaire.recitus.qc.ca/sujets/4/territoire/77>. As you did in Level 16, consider the lifestyle of the people. The Incas inhabited an area with very specific terrain: you'll need to reproduce these conditions. The Incan people are also known for adapting their agriculture to the land: your city must reflect this fact. Finally, reproduce Incan homes and other buildings (for example, you can reproduce a temple). Make sure to be familiar with all the information on the website so you can faithfully reproduce an Incan city.

Your Incan city might look like this:



## Level 19

### ... Create a city that looks like New York City with the Statue of Liberty and the Empire State Building

#### *Level description*

New York City is among the best known and most visited cities in the United States of America. It's a metropolis filled with museums, monuments and attractions. For this level, you'll need to reproduce two of the city's most emblematic attractions: the Statue of Liberty and the Empire State Building. Start by building these two monuments. Remember to conduct a Google search to identify the various details of these monuments. After you've done this, build a city around these two monuments using roads, sidewalks, small houses and stores.

Your Statue of Liberty might look like this:



Here is the top of the Empire State Building:



## Level 20

### ... **Build the Roman Forum**

#### *Level description*

The Roman Forum was a meeting place for the inhabitants of the ancient city of Rome, which was the seat of government for the Roman Empire at the time. However, the forum was also made up of numerous buildings dedicated to trade, learning and religion. Ceremonies (celebrations, weddings, etc.) were also held in the Roman Forum.

For this level, your task is to reproduce the Roman Forum. Refer to the [https://en.wikipedia.org/wiki/Roman\\_Forum](https://en.wikipedia.org/wiki/Roman_Forum) website ("Description" section) for two layouts of the Forum representing two different eras: choose one. There is no exact drawing of the buildings because the forum is in ruins today. You'll need to construct each building based on its function and its shape in the layout. Be realistic! Consider what materials the Ancient Romans would have used to construct their buildings. Search Google Images for ideas.

This view shows a few buildings of the Roman Forum, including the Temple of Castor, the Arch of Augustus, the Rostra, and part of the Basilica Julia (behind the Rostra):

