

MINECRAFT

Minecraft Block Building

Lets play with the 3D coordinates to make some cool structures! Here I will describe the amount of cubes that you can print off and construct to build real life Minecraft structures.

Goals

- Learn about 3 dimensional coordinates.
- Make cool structures from Minecraft blocks.

Materials:

- Minecraft Papercraft blocks. These can be found at this link:
 - <http://www.pixelpapercraft.com/papercraft/505a37f9d3a7bc5709000187/mini-blocks-all>
- Some space for building.
- 5x5 grid for building.

Directions

1. Download and construct needed blocks.
2. (Optional) Draw or construct grid of 5 squares by 5 squares on a flat surface. Grid should labeled like shown below:

| | | | | |
|-------|-------|-------|-------|-------|
| 0,0,4 | 1,0,4 | 2,0,4 | 3,0,4 | 4,0,4 |
| 0,0,3 | 1,0,3 | 2,0,3 | 3,0,3 | 4,0,3 |
| 0,0,2 | 1,0,2 | 2,0,2 | 3,0,2 | 4,0,2 |
| 0,0,1 | 1,0,1 | 2,0,1 | 3,0,1 | 4,0,1 |
| 0,0,0 | 1,0,0 | 2,0,0 | 3,0,0 | 4,0,0 |

3. Place a wood block (if using the grid place in bottom left corner) this block will be the “origin point” or starting point. It has the coordinate of 0 for x, 0 for y, and 0 for z.
4. Place a second wood block to the right of the first. This block now has the (x,y,z) point of $(1,0,0)$.
5. Place a third wood block in front of the origin block (1st block) this block now has the (x,y,z) coordinates of $(0,0,1)$
6. Now lets get a little trickier, put a fourth wood block on top of the first wood block! The fourth wood block now has the coordinates $(0,1,0)$! The table below shows how the middle number displays height.



| |
|-------|
| 0,1,0 |
| 0,0,0 |

7. Now lets follow this list! The coordinates $(x,y,z,Block)$ will tell you where and what type of block to put down!

$(1,1,0,Wood)$
 $(1,0,1,Wood)$
 $(2,0,0,Wood)$
 $(0,0,2,Wood)$
 $(0,1,1,Wood)$
 $(0,2,0,Wood)$
 $(1,1,1,Crafting\ Table)$

8. By now you can see that we are building a 5X5 cabin for Minecraft’s player. Continue making blocks and placing them. You can use the coordinate system to plan out or communicate where these blocks can go!