Cumbrae-Craft: For Teachers!

Exporting and Importing Minecraft worlds:

To be able to open Cumbrae Craft for the first time, you will need to import it in onto your device. The file you will recieve will be labelled CumbraeCraft.mcworld. After every lesson is finished, it is important to **export** the world. This will serve as a backup in case anything goes wrong in the next lesson. This will give you an mc.world file, please name it appropriately so you know what lesson is to be done next, for example: CumbraeCraftL2.mcworld if you have finished lesson 2. The world will automatically save for you, only need to re-import if something goes wrong with the current world. To import and export, follow the step-by-step below.

To Import:

- When first logged in, you will see several options.
- To import the world, click on the import tile.
- Clicking this will open up the directory, select the mcworld you wish to import.
- Some windows will pop up at the top of the screen saying import finished.
- Click on the View My Worlds tile, you should see the imported world in the list.

To Export:

- After you have closed the world, click on the View My Worlds tile and click on the world you have just finished hosting
- Click on settings and scroll to the bottom of the page and click Export world
- This will bring up the directory, name the world an appropriate name so as to remember what lesson has been completed.

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To Host the world for Pupils:

When you click on Cumbrae-Craft in the View My World Tile, three options will appear Play, Host and settings. To Enable Multiplayer and have your pupils join, click host. After entering the world, immediately press Esc. This will bring up this page

Hovering over the icons will tell you the names so you can pass them on to your pupils.

To save and exit:

You are the host player so if you leave or are disconnected from the server, all the kids will be kicked as well. Don't worry if you get disconnected as the world is saved automatically every few minutes, just re-host the world if this happens. The join code will be different so let your pupils know the new code. To properly leave and save the world, press Esc and click Save and Exit.
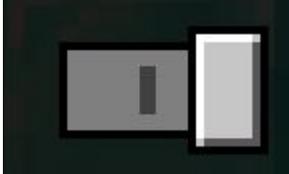
Cumbrae-Craft: Settings!

Cumbrae-Craft settings:

These settings should be done for you when you are given the world but it is a good idea to check they are correct. Press Esc to open this window and click settings

Below is a list of relevant settings that must be correct

On   **Off**

World - Game settings:
- **Default Game mode - Survival** (this should be the gamemode for pupils that join the world, pupils should always be on survival)
- **Personal Game Mode - Creative** (this can only be accessed when you are in the world and is only for teachers)
- **Difficulty - Peaceful**
- **Permission level - Member** (this is only accessible to the host player)
- **Show coordinates - on**
- **Immediate Respawn - on**
- **Active Cheats - on**
- **Always day - on**
- **Show Classroom settings - on**
  - **Perfect weather - on**
  - **Allow Mobs - on**
  - **Allow Destructive Items - on**
  - **Player Damage - off**
  - **Immutable world - on**
  - **Player vs Player Damage - off**
  - **Show Border Effect - off**

Video settings

These will only affect yourself not the world or pupils. There is only one thing to check, the In-game player Names. This is more of a personal choice, turning this on will hide your pupils names but also all the NPCs. we recommend keeping this off.

Also, if you accidently press F1 while playing, it will turn off your HUD and your hand won't be visible, pressing it again will turn it back on

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Lesson Structure

Everyone will start in the Hub world, which has a door to every lesson. Simply go through the door for the lesson you are looking for and talk to the character to transport there. The only lesson that doesn't start in the Hub world is lesson 1, which instead starts with a tutorial, but will shortly lead to the Hub world.

Use the worksheets along with the in game world to work through the lesson. If the lesson asks the pupils to answer questions, the answers will be found on the answer sheets.

After each lesson, ensure that the pupils talk to the "Hubby" character. He transports them back to the photography room where pupils can save their photos. After this, speak to the "Hubby" character again to transport back to the Hub in preparation for the next lesson.

There will be times you will have to manually teleport the pupils after a lesson - these lessons are Garrison House (Lesson 3) and Snake Hunt (Lesson 7). After these lessons have finished, follow either of the instructions below to teleport the pupils back to the hub. You can either:

- Press the Lesson 7 - Part 2 button at the teachers section of the hub world
- Press "T" and type "/teleport @a 127 93 2902