

## About the course “TinkerCAD: Creating 3D objects for Minecraft”. The 1-st module

**The purpose of the course:** to make a project “Scene from Minecraft”, in which all the knowledge gained during the course will be applied.

### The course program:

#### Day One

##### Registration and Land blocks

- Basics of management, color and simple shapes

**The result of the lesson:** models of blocks from Minecraft.

**Practical task:** a block of water, lava, earth with grass, earth with snow.

#### Day Two

##### Landscape and Plants

- Basics of management, color and simple shapes

**The result of the lesson:** landscape and plant models from Minecraft.

**Practical task:** landscape of mountains, seas, lake of lava, various types of trees and plants.

#### Day Three

##### Creeper and home

- Grouping and ungrouping of objects

**The result of the lesson:** models of buildings and monsters from Minecraft.

**Practical task:** various types of houses and a creeper from Minecraft.

#### Day Four

##### Steve and Villager

- Grouping and ungrouping of objects

**The result of the lesson:** models of characters from Minecraft.

**Practical task:** the main character Steve and a peaceful Villager.

## About the course “TinkerCAD: Creating 3D objects for Minecraft”. The 2-nd module

**The purpose of the course:** to make a project “Scene from Minecraft”, in which all the knowledge gained during the course will be applied.

### The course program:

#### Day One

##### Book and the Emerald

- Rotation of objects

**The result of the lesson:** models of the lectern and the emerald from Minecraft.

**Practical task:** book with a lectern and an emerald.

#### Day Two

##### Spider and Horse

- Rotation of objects

**The result of the lesson:** animal models from Minecraft.

**Practical task:** spider and horse.

#### Day Three

##### Ladder and Dynamite

- Duplication of objects

**The result of the lesson:** models of household items from Minecraft.

**Practical task:** ladder, fence hay and dynamite.

#### Day Four

##### Pickaxe and Sword

- Duplication of objects

**The result of the lesson:** models of tools from Minecraft.

**Practical task:** pickaxe and sword.



## About the course “TinkerCAD: Creating 3D objects for Minecraft”. The 3-rd module

**The purpose of the course:** to make a project “Scene from Minecraft”, in which all the knowledge gained during the course will be applied.

### The course program:

#### Day One

##### Boat and House

- Cutting holes in objects

**The result of the lesson:** a port model and a house from Minecraft.

**Practical task:** boat, pier, fisherman’s house and resident’s house.

#### Day Two

##### Rails and Minecart

- Cutting holes in objects

**The result of the lesson:** model railway from Minecraft.

**Practical task:** rails, station, minecarts and train.

#### Day Three

##### Cart and Project

- Project activity

**The result of the lesson:** scene from Minecraft.

**Practical task:** cart, holistic project from the cart, horse and Steve.

#### Day Four

##### Final project

- Project activity

**The result of the lesson:** railway communication scene from Minecraft.

**Practical task:** the project of the landscape, railway, cart, seaport.