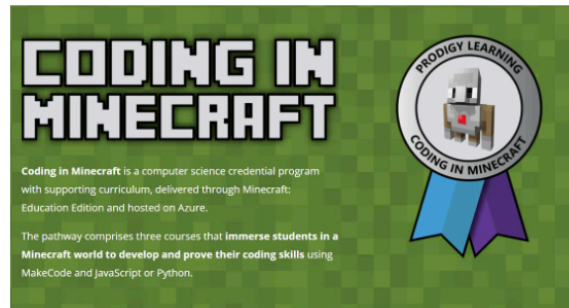


Geometry World - Extensions

LEVEL UP your coding skills with [Prodigy Learning](#) and their [Coding Credentials](#) program! The agent is an amazing resource in Minecraft that is often under-utilized by students. Consider checking out Prodigy Learning and their coding courses, and revisiting the lesson to use the agent to help with design challenges, such as building an elevator or creating a labyrinth in the museum gardens.



Credentials & Curriculum Pathway



Other Extension Ideas:

After studying the two dimensional worlds of area and perimeter, explore the 3rd dimension, volume, using the following resources:

- [Area and Volume | Minecraft Education Edition](#) – This world is a beginner lesson into the formulas for writing and measuring area and volume using simple block structures.
- <https://education.minecraft.net/en-us/lessons/area-and-volume> - This lesson is a much longer and more complex inquiry-based lesson. Students in this world will create a city, and each building they create is an opportunity to measure and record its area and volume. This lesson can span several weeks, or be an activity students re-visit periodically across the school year.