

Measuring Landforms: 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.



Other Extension Ideas:

- Ask the students to measure the landforms by using the coordinates, (X,Y,Z)
 - X = 3 means that you are three blocks east of the origin point
 - Y = 98 means that you are 98 blocks above the origin point
 - Z = 0 means that you are at the north-south origin
- In the same world, ask the students to build the measuring unit by using coding. Use the Agent in Make Code to give a sequence of blocks to build. Give the students the challenge of building the measuring tool while only using one command (one code). To learn more about coding with the Agent in Minecraft EDU visit the following resources:
 - <https://education.minecraft.net/fr-fr/resources/computer-science-subject-kit/coding-tutorials>
 - <https://education.microsoft.com/en-us/course/d1357616/overview>
- Another extension activity could be to measure the replication of a landmark with their measuring tool. <https://learn.logicsacademy.com/p/replicating-landmarks>