

Making Homes (Part 1) - 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:

- In the same world, construct a house with different rooms (more than two rooms). Then you can also use various shapes and calculate by constructing different shapes for a given perimeter to demonstrate that many shapes are possible for a perimeter.
- In the same world, the students can build their house by using coding. Use the Agent in Make Code to give a sequence of blocks to build the floor of a room. 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>