

Setting Up a Minecraft World – Some Important Settings

To return to the **SETTINGS** at any time press **Escape (Esc)** and click the square globe and then **SETTINGS**.



A screenshot of the 'WORLD SETTINGS' menu. It shows 'World Name' (with a red box around the text 'Name your world here'), 'Default Game Mode' (set to Survival), 'Personal Game Mode' (set to Default), and 'Difficulty' (set to Peaceful). Red arrows point from the 'Default Game Mode' and 'Personal Game Mode' settings to a text box on the right. Another red arrow points from the 'Difficulty' setting to a text box on the left.

This is the level of difficulty and determines which mobs you will encounter and how many.
Mobs = All the animals and monsters that you can meet. Some are harmless like sheep but others can kill you (in Survival mode) like skeletons and zombies

Game Modes:

- Survival:**
 - Mine all your resources and craft them
 - Can get injured and hungry
 - 4 levels of difficulty: peaceful, easy, normal or hard
- Creative:**
 - You always have access to all the resources
 - You can't get hurt
 - You break tiles instantly
 - You can fly
- Adventure:**
 - You can't change the world
 - You interact with NPCs (non-Player Characters) and follow a storyline or lesson
 - You sometimes have tasks and are given

A screenshot of the 'WORLD PREFERENCES' menu. It shows 'Starting Map' and 'Bonus Chest' options, each with a toggle switch. A red arrow points from the 'Starting Map' option to a text box on the left. Another red arrow points from the 'Bonus Chest' option to a text box on the right.

Starting Map- This will give players a world map at the start that starts off empty and fills up as players hold it up.

Bonus Chest – When you start in Survival this will contain some items to help you get started like a pick axe, some food and torches.

A screenshot of the 'Permission level for players who join your world' menu. The 'Member' option is selected and highlighted with a yellow star icon. A red arrow points from this option to a text box on the right.

Clicking here will give you an explanation of each level. Students are Members of your world by default. You may wish to make one or two of your more experienced and well trusted students Operators in order to help you teleport kids to each other.

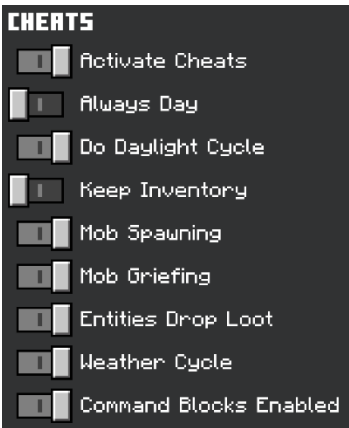


These are mostly self-explanatory but some to look out for:

***Show Coordinates** – I usually turn this on for students so they can use it find each other and learn some Math

*Obvious turning off TNT Explodes, Friendly Fire and Fire Spreads can eliminate some potential problems

*Immediate Respawn is good to turn on so that if they die (in Survival Mode) they come back to life right away



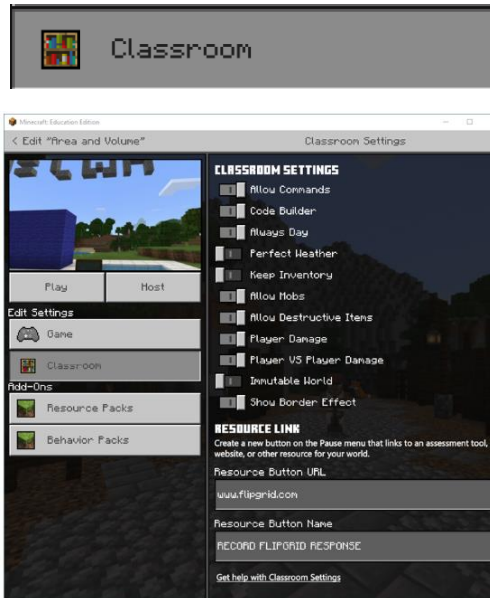
Activating Cheats allows you to have more control of the game (it's not really cheating).

Some tips:

*Turning off Mob Griefing prevents the mobs from destroying the stuff the kids build

*It's nice to control the weather so they are not building in the rain

*Turning off the daylight cycle can make it day all day and night and that also makes it easier to build



Setting	Detail
Allow Commands On by default	<ul style="list-style-type: none"> Classroom Settings are editable. The Activate Cheats toggle in Game Settings is enabled. Commands (also known as slash commands, console commands, and cheats) are enabled for use in the world.

Code Builder On by default.	When enabled, Code Builder can be accessed by pressing the C key or tapping the Agent icon at the top of the screen for touch users.
Always Day Off by default.	When enabled, it is always daytime in the world, the world doesn't go through a day-night cycle.
Perfect Weather Off by default.	When enabled, the weather is always clear, the world doesn't generate rain, snow, or storms.
Keep Inventory Off by default.	When enabled, this prevents players from losing items in their inventory on death.
Allow Mobs On by default.	When enabled, mobs, creatures found in Minecraft: Education Edition, spawn naturally in the world. The mobs that spawn are affected by the difficulty level selected in Game Settings.
Allow Destructive Items On by default.	When enabled, players may use harmful potions or TNT and fire spreads.
Player Damage On by default.	When enabled, players take health damage from the environment or mobs.
Player VS Player Damage On by default.	When enabled, players can cause damage to each other, including accidental "friendly fire" and intentional behavior.
Immutable World O Off by default.	When enabled, users can interact with blocks but not destroy them.
Show Border Effect On by default.	When enabled, border blocks, a wall that acts like a force field that extends upwards and downwards forever, emit tiny red particles, alerting players to their presence and location.

Table from <https://educommunity.minecraft.net/hc/en-us/articles/360061369132-Classroom-Settings>



If your game seems to be lagging click on the **Video button** and scroll down to **Render Distance** and lower it.



Clicking on the **Audio button** allows you to turn off the music that plays in the background.