Minecraft Glossary

Biome

Refers to different geographic regions within Minecraft. Each has its own climate and mobs.

Classroom Mode

Companion app for Minecraft: Education Edition that gives educators additional abilities to manage their students within the game.

Code Builder

An extension for Minecraft: Education Edition that allows educators and students to explore, create, and play in Minecraft all by writing code.

Mob

Short for 'mobile', mob refers to creatures in Minecraft.

NPC

Non-Player Character. Can be used to dispense information, run command, or direct students to outside web links.

Redstone

Mined from Redstone ore, Redstone dust is used to power circuits and machinery in Minecraft.

Skin

The appearance of a player's avatar in Minecraft.

Slash Command

Entered in the game's chat window, these cheat commands allow for the control of game features such as time of day, weather and giving out blocks.

WASD

Common control scheme for games on QWERTY keyboards that allows the right hand to be used to control the mouse.

Game Modes

- **Adventure Mode** is a restricted mode primarily for completing learning experiences without the ability to place or destroy blocks. Players can only move and interact with levers, buttons, and other similar items.
- **Creative Mode** gives players unlimited inventory of every block in Minecraft, along with the removal of core game mechanics like hunger and health. You do not get hungry, you do not lose health, and you can also fly for quicker transit around a world.
- **Survival Mode** is the game mode most students are familiar with, where players must seek out raw materials and use them to craft and survive. Players will get hungry and need to eat, and they will take damage from both drowning, falling, fire, and hostile mobs. It is possible to play in Survival Mode and still limit the inventory of players while also removing mobs from the game (more on this below).

Different Difficulty Settings

- **Peaceful difficulty** is often used in combination with Survival Mode above. In this difficulty setting, health and hunger will regenerate so it is difficult, but not impossible, to lose your health and die. Hostile mobs will also not appear in the world nor can they be summoned by players.
- **Easy, medium,** and **hard difficulty settings** mainly control the aggressiveness of hostile mobs.