

GETTING STARTED IN MINECRAFT

1 DOWNLOADING THE CODAKID LAUNCHER

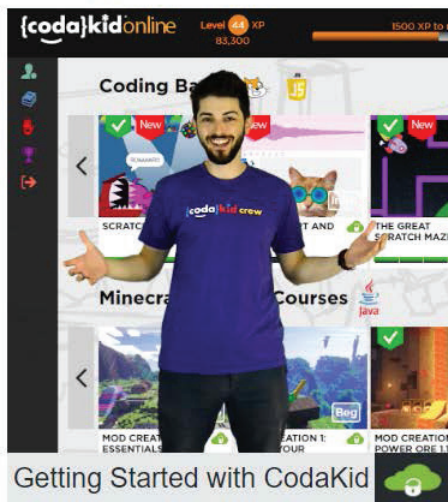
The CodaKid Launcher contains everything you need to start your CodaKid projects. If you've already installed the CodaKid launcher you can skip to the next section.

Go to your CodaKid courses page and select the "Getting Started with CodaKid" lesson in the top left.

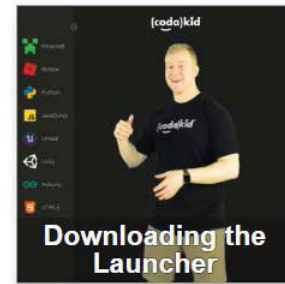
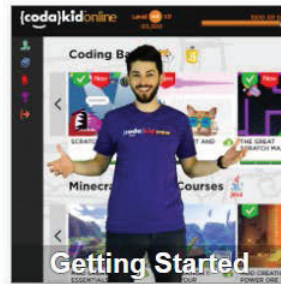


You will see the "Getting Started" and "Downloading the Launcher" lessons. You will need to select and complete the "Getting Started" lesson before you can access the "Downloading the Launcher" lesson.

Getting Started with CodaKid



Course Content



Once you've finished the "Getting Started" lesson, select the "Downloading the Launcher" lesson. At the top you will see buttons for downloading the Windows and Mac versions of the launcher.

Downloading the Launcher

For Windows 10 or 11:



For Mac OS X, 11, or 12:



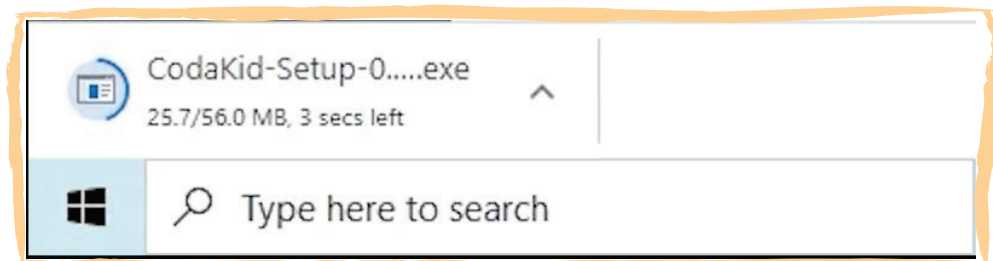
WINDOWS

If you are using a Windows computer, click the "Windows Installer" button.

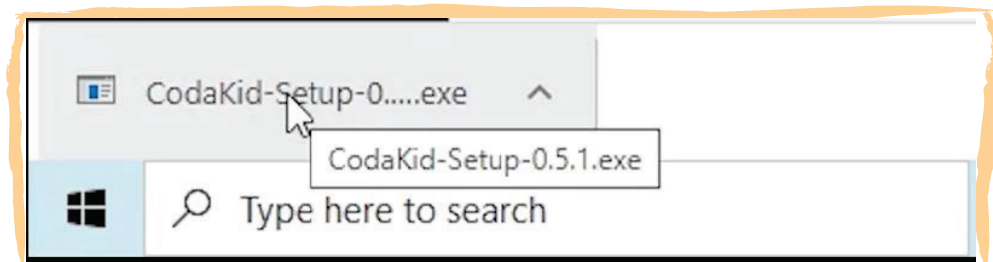
For Windows 10 or 11:



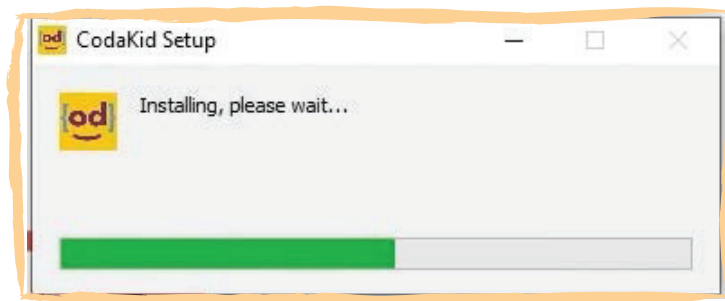
The installer for the launcher will begin downloading. If you are using Chrome, you'll see its progress in the bottom left corner.



Once it's finished, click on it.



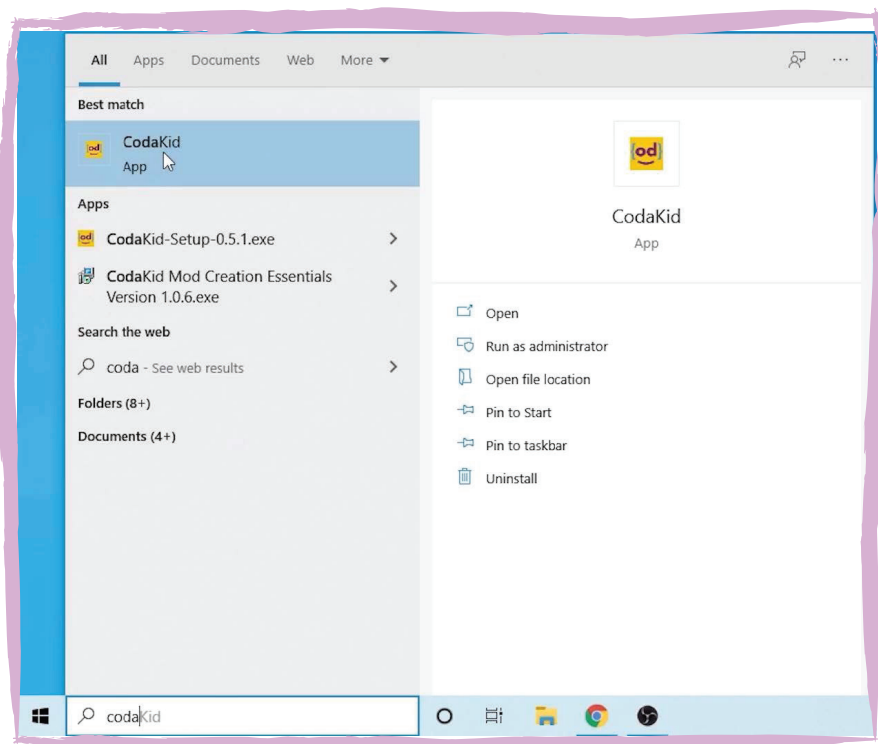
The installation process will begin. A window will appear showing its progress.



Once it's finished, you'll be able to open the launcher.
You can find its icon on your desktop.



You'll also be able to find it like any other app on your computer.
You can click the Windows button and search for it.



When you launch the program you should see this home page.

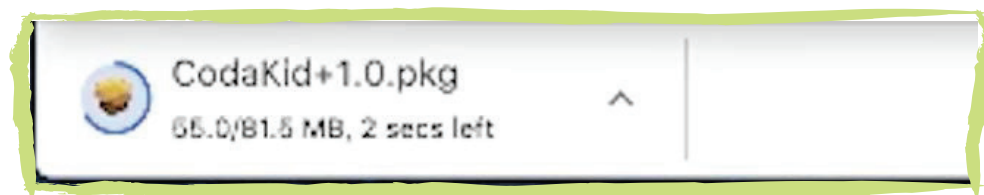


MAC

If you are using a Mac computer, click the "Mac Installer" button.



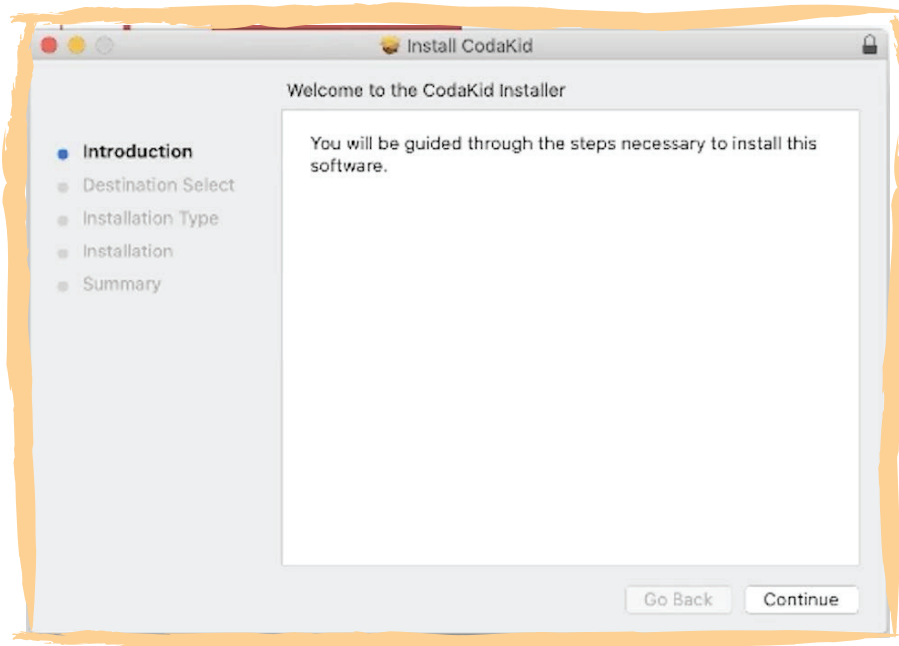
The installer for the launcher will begin downloading.
If you are using Chrome, you'll see its progress in the bottom left corner.



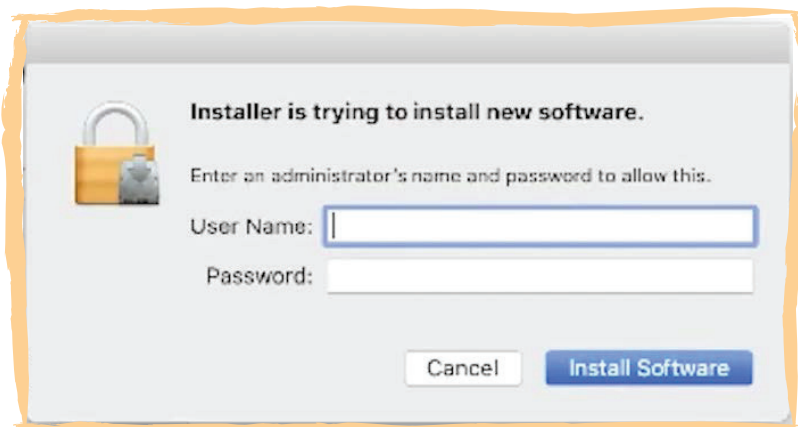
Once it's finished, click on it.



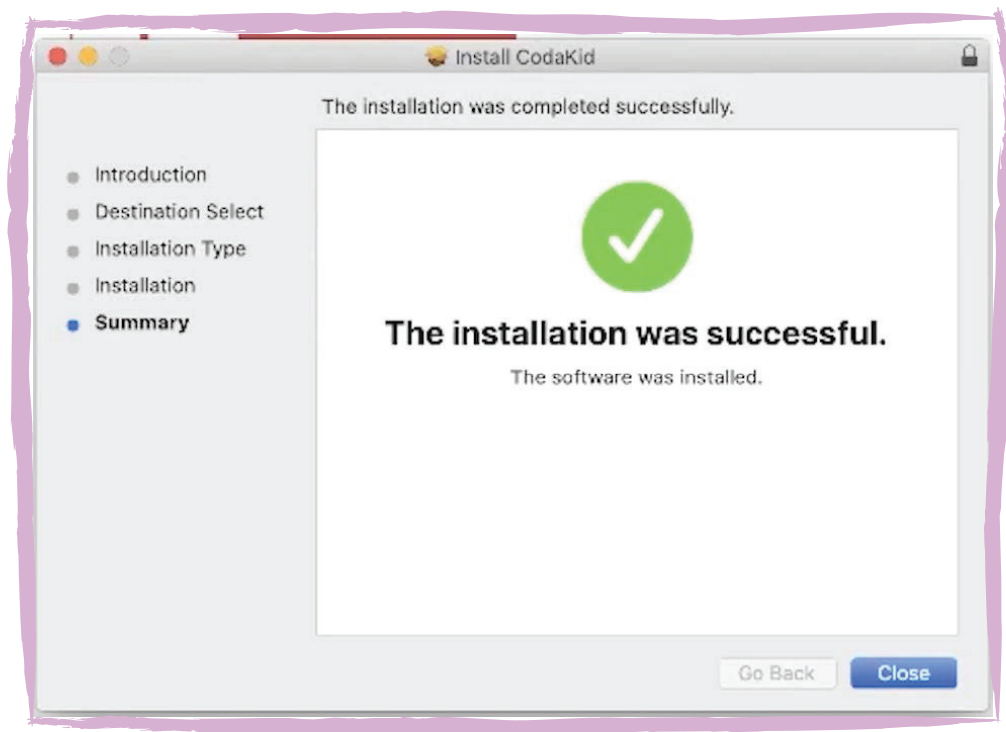
The installer will open. Click "Continue" and follow the prompts to install.



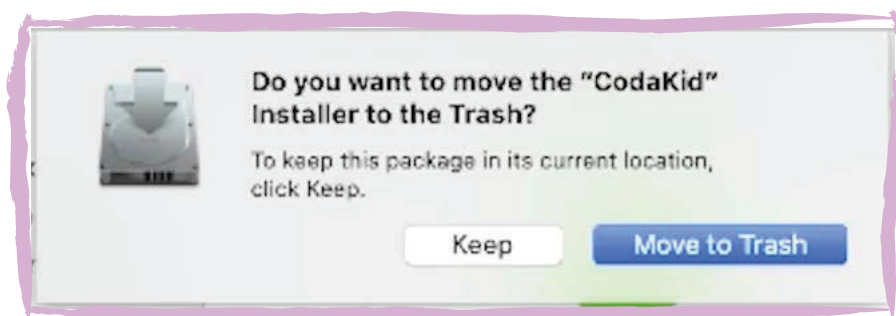
You will receive a prompt asking for permission to install. You will need to enter your username and password for this.



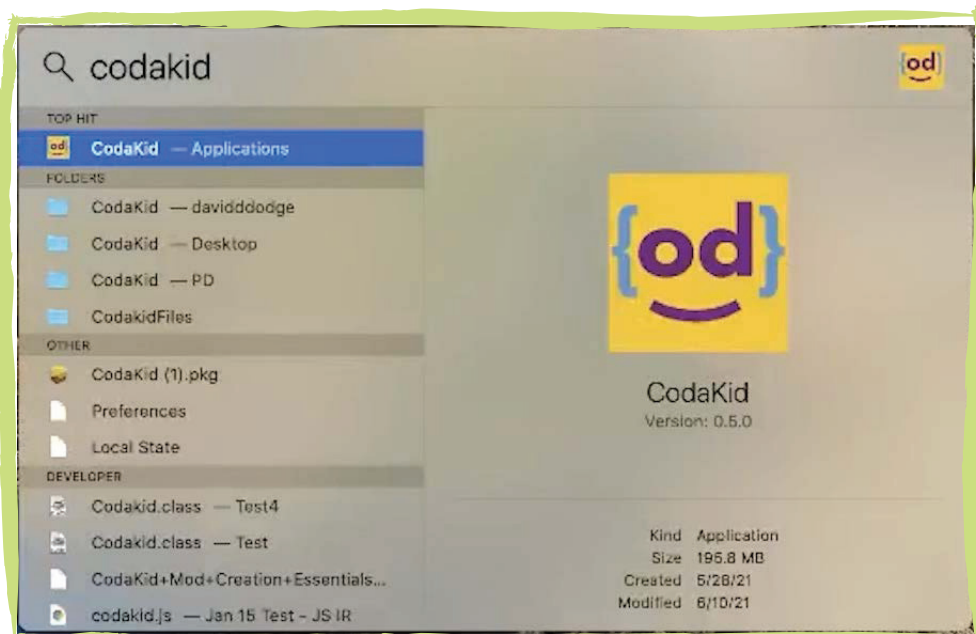
The installation process will begin and you'll see a message once it's finished. Click "Close" once it's done.



You can move the installer to the Trash. We won't need it anymore.



You can find the launcher by using the Spotlight Search and entering CodaKid.



When you launch the program you should see this home page.



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DOWNLOADING DEPENDENCIES

To get started, click the Minecraft icon in the top left corner.
Be sure to click the one that says 1.18 as that's the version
our most up to date courses use.

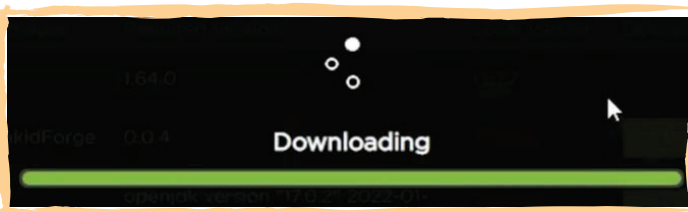


Before you can create a project, you'll need to download a few tools.
After clicking on the Minecraft icon you should see this list of programs.
For Minecraft modding we'll need:

- VsCode (Visual Studio Code) – The text editor we'll use to write our code
- VsCodeCodakidForge – A plugin for VsCode created by CodaKid to help with Minecraft modding
- Java 17 – The programming language we use to mod Minecraft

Required Software	Required Version	Local Version	Download Latest
VsCode	1.64.0	1.67.2	
VsCodeCodakidForge	0.0.4	Missing	Download
Java 17	openjdk version "17.0.2" 2022-01-18	Missing	Download
Close			

Download each tool in order starting with "VsCode".
Each download should only take a few minutes.



Once you have downloaded and installed each tool, you can close the download window.

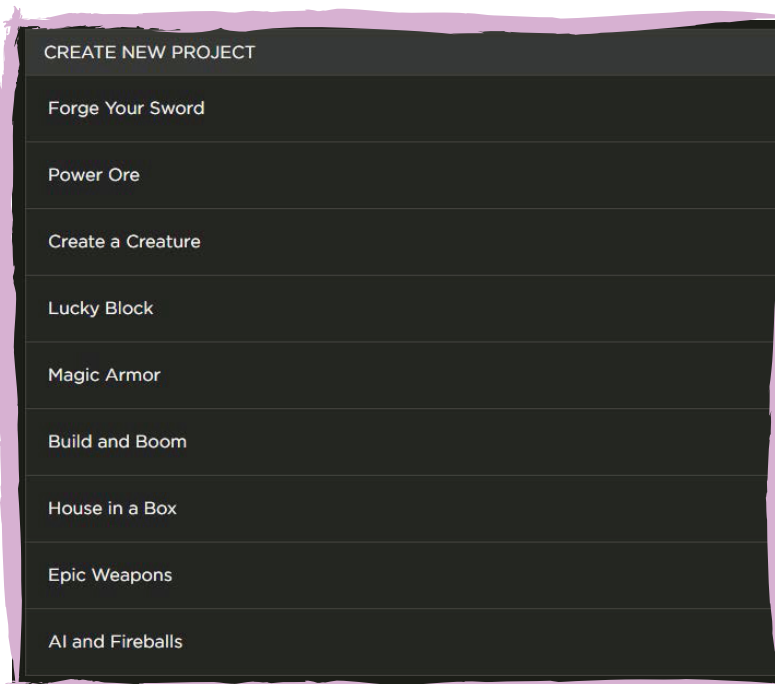
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CREATING A PROJECT

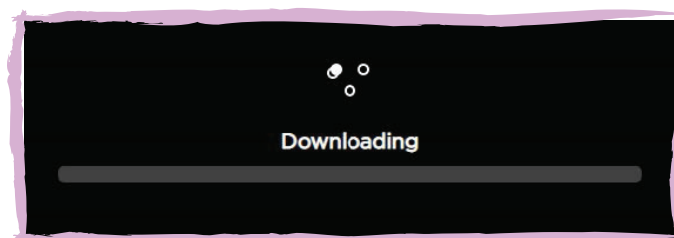
Click the Minecraft 1.18 icon in the top left corner.



Click "Create a New Project". You'll see a list of the available Minecraft courses.

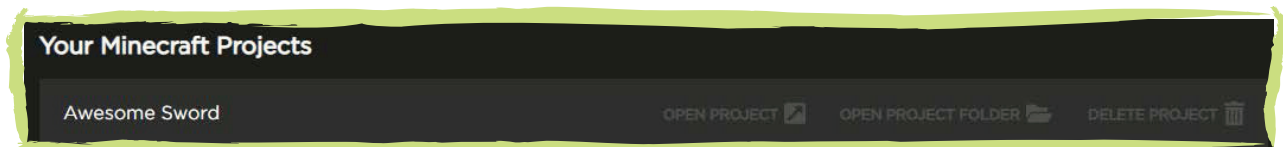


Select the course you're taking, and then type in a name for your project and click the green folder button.

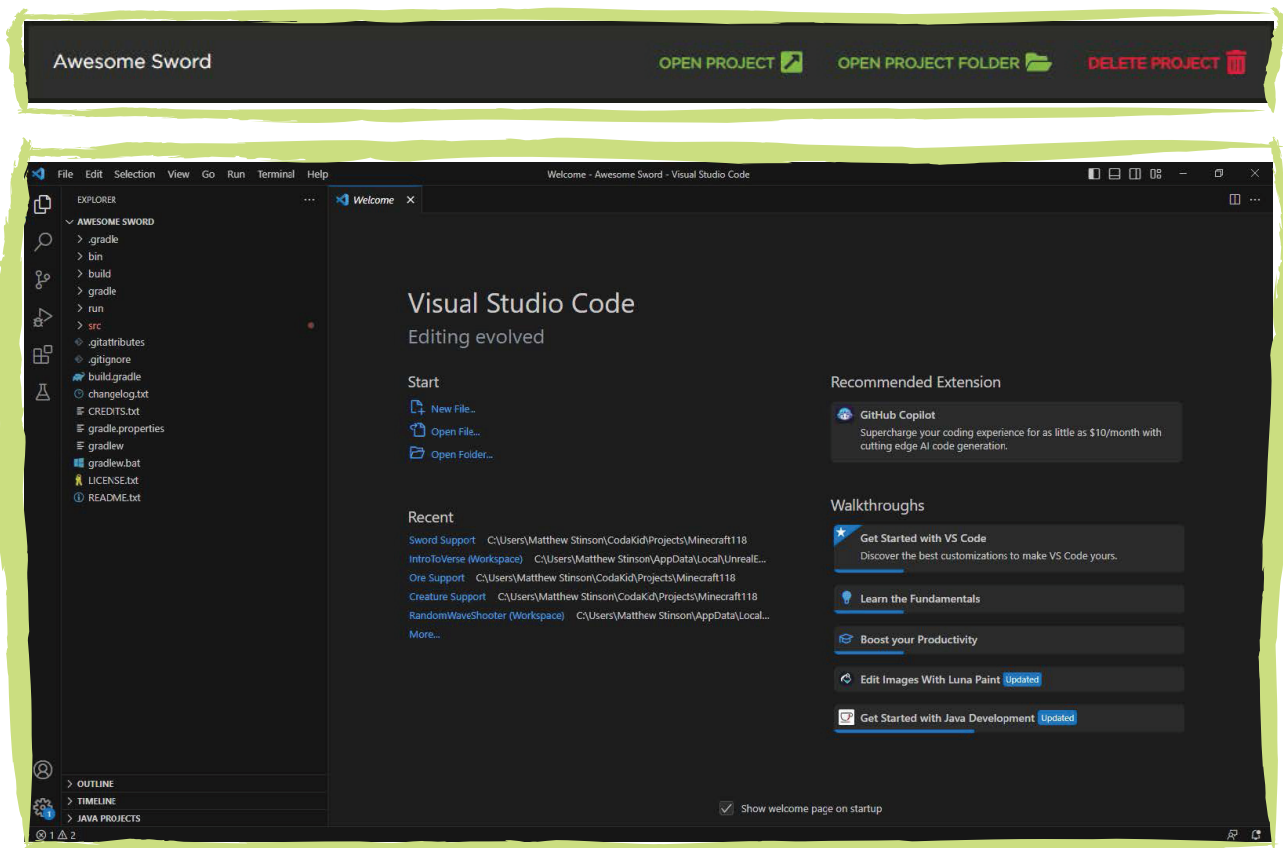


The launcher will start downloading and building your project. This may take a few minutes.

Once this process is complete, you should see your new project on the screen!



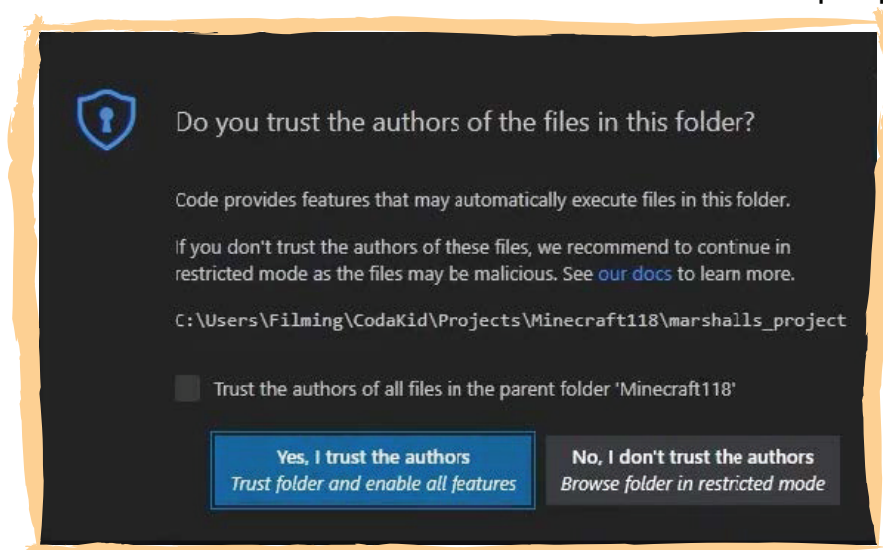
To open your project, click the "Open Project" button.
This will open up Visual Studio Code, which is the code editor we use
for our Minecraft projects.



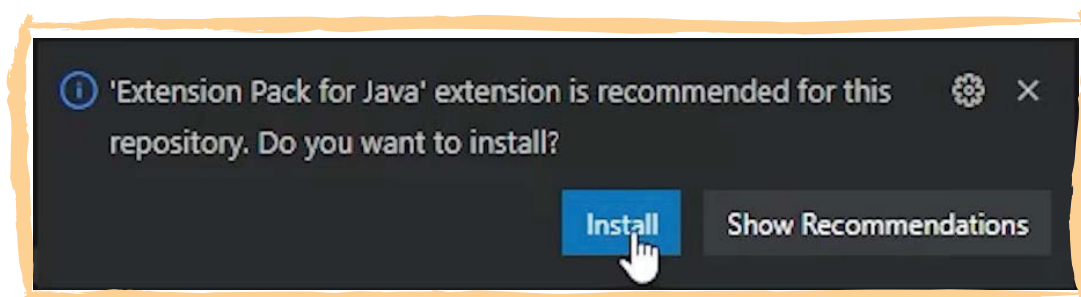
4

FIRST TIME SETUP

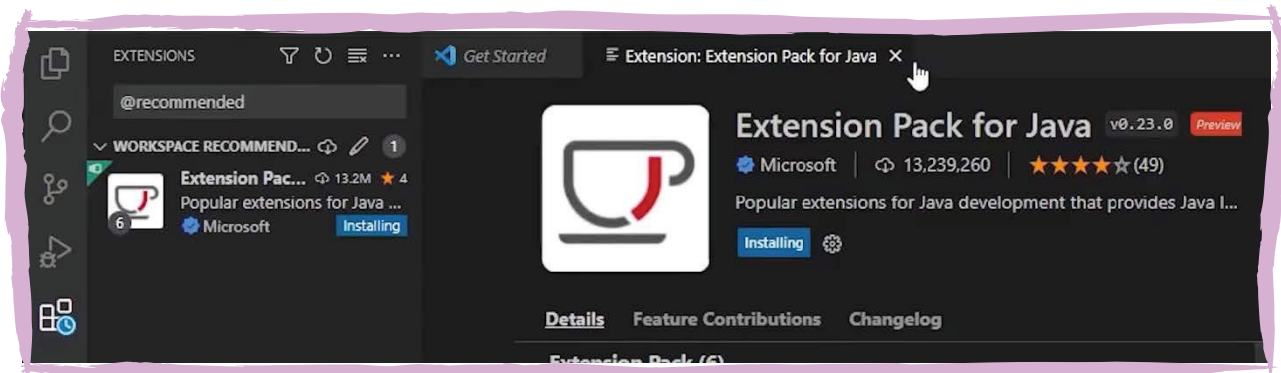
The first time you open Visual Studio Code, it will ask if you trust the authors. Click “Yes”. This will allow the code to run properly.



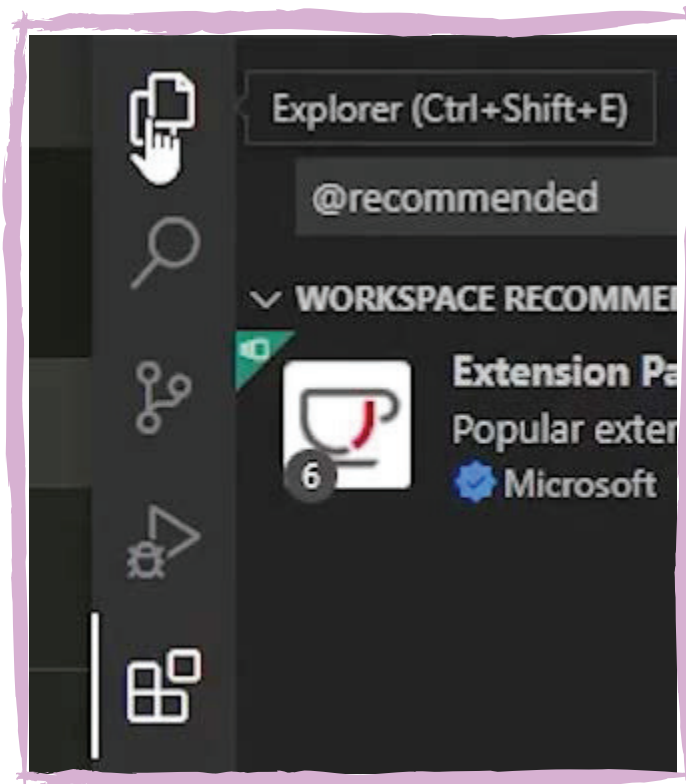
You will also see this prompt in the bottom right corner that says that the “Extension Pack for Java” is recommended. This has some tools that will make coding a lot easier so click the “Install” button.



That will open up this page. You can click the small x here to close the tab.



Then click the “Explorer” button in the top left to see our files again.



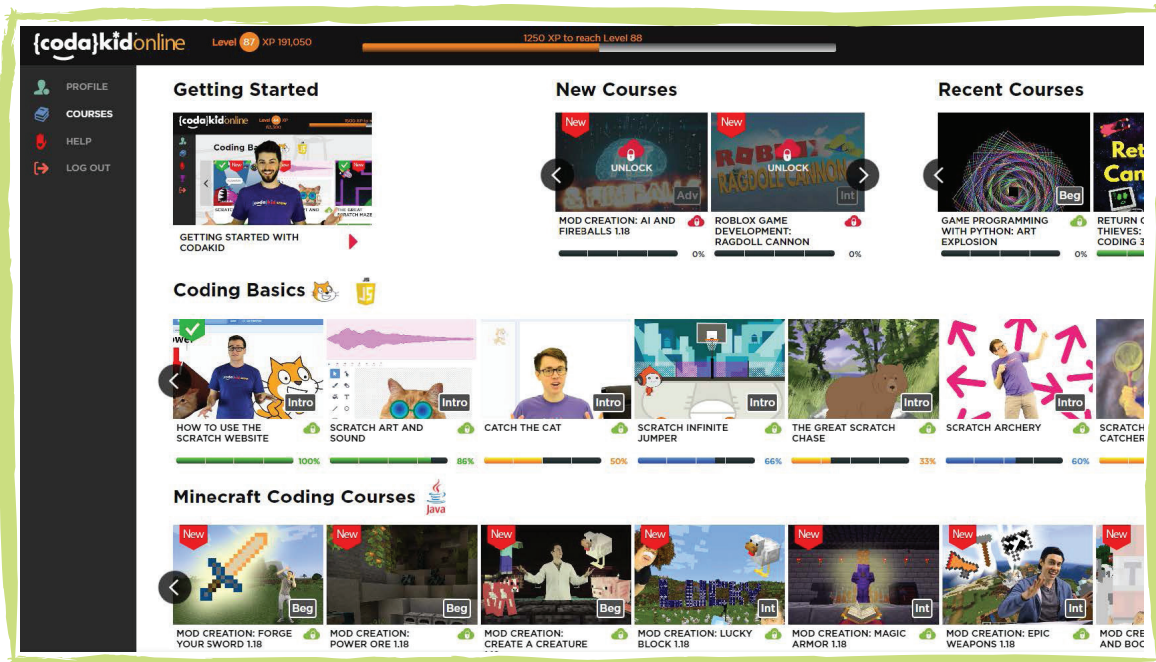
Your Visual Studio Code is now set up.
You can now start taking our Minecraft courses.

We recommend starting with the “Forge Your Sword” course as it goes over the basics of using Visual Studio Code and Minecraft modding.

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HOW TO USE OUR COURSES

After your student signs into their CodaKid account, they'll be able to see a full list of the courses they can take.



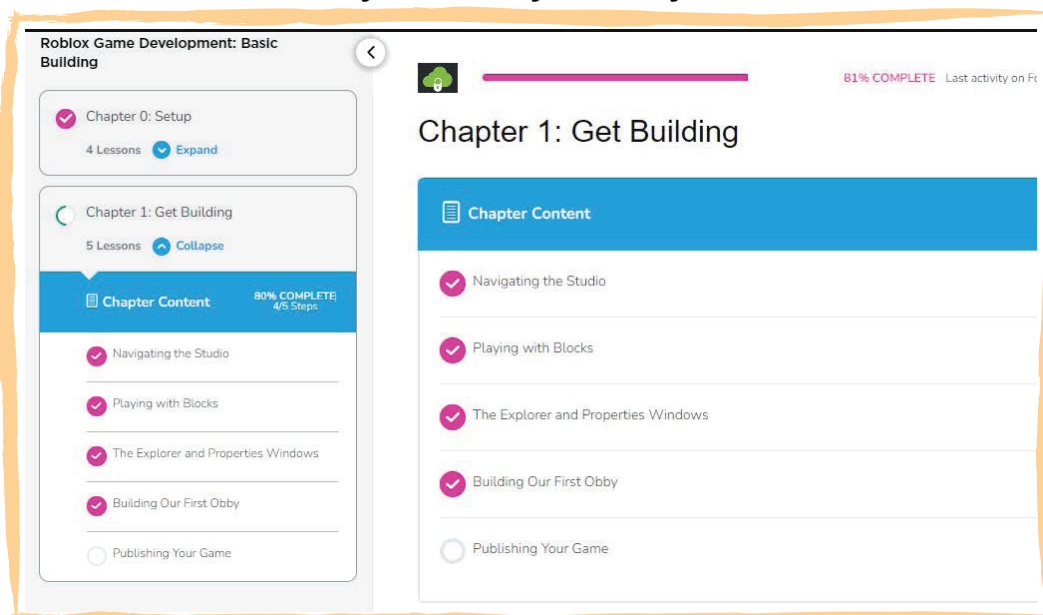
Select a course with a green icon to get started.

You'll see the course is broken into chapters.

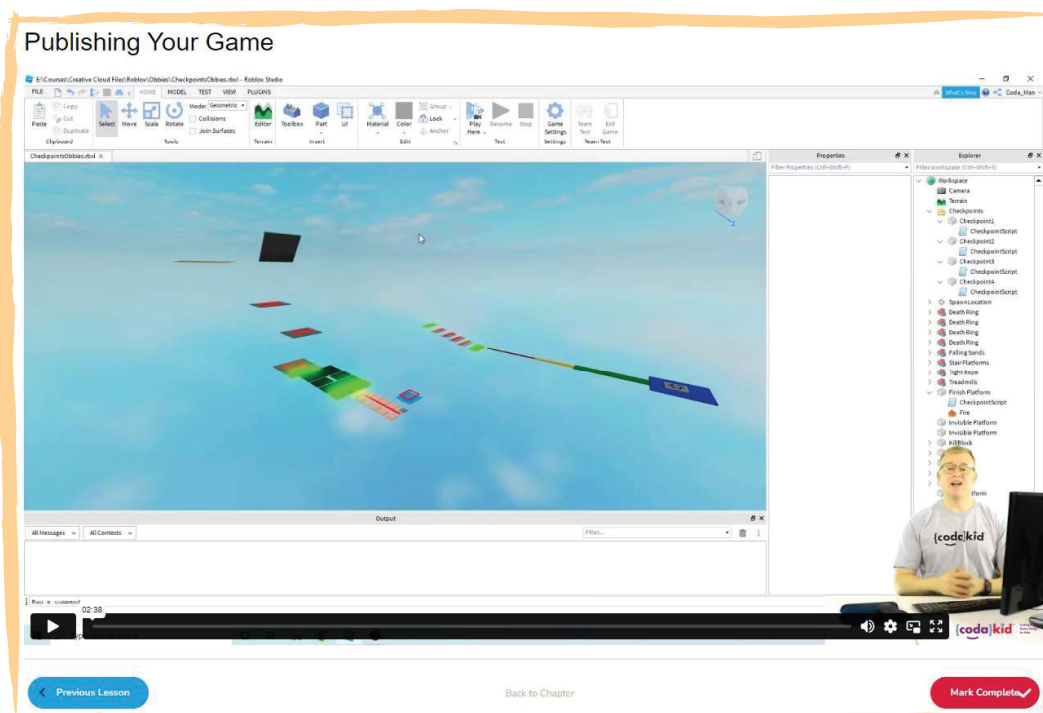
Each course starts with a "Chapter 0" which covers the setup process.



Each chapter has a list of video lessons, and each lesson gets checked off as you work your way down.



Once you're finished with a lesson, click the red "Mark Complete" button underneath the video. This will take you to the next video in the course.



After completing all the lessons in a chapter, click the "Mark Complete" button at the bottom of the chapter. This will allow you to move to the next chapter.

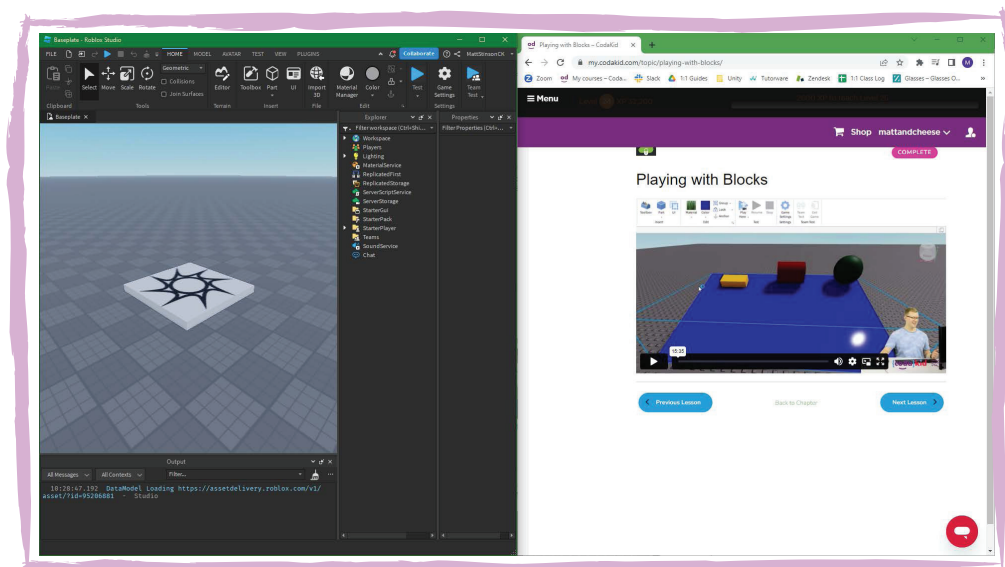
SCREEN SETUPS

Students will follow along with the video lessons as they code. This means they will need a way to view both their code and the video. There are multiple ways to do this based on your student's computer setup.

Option 1: Single Monitor

If you're using a laptop or a desktop computer with only one monitor, there are two ways to handle this.

The first method is to set up a split screen. Drag the window with the video to one half of the screen, then drag the window with the code to the other half. The contents for each window will shrink, but you will be able to view both at the same time.



The second method is to switch between the windows using hotkeys. Leave each window full screen, and then hold down the alt key and press tab (command + tab on Mac computers) to switch between windows.



Option 2: One Monitor + One Phone/Tablet

If your student has access to both a computer and a phone/tablet, you can use this method.

Open your code on your computer, and then sign into your CodaKid account on their phone or tablet. Your student can then follow the lesson on their phone or tablet while leaving their computer free to write their code.

Option 3: Two Monitors

This is the best option if you have access to a computer with two or more monitors.

Have your code open on one monitor, and the video lesson open on the other. You will be able to view both full screen at the same time.