



### HANDOUT 1 – Answer Key for Handout 3

- You will be asking students to choose to build a farmstead, mining tunnel/cavern or fortress. Each of these structures has value in the Minecraft world.
- They will fill out a cost/benefit/opportunity cost grid before they start building. These are the kinds of costs and benefits they will list:
  - **Farmstead:** Food is a necessary resource in the game (without it you starve) and a home lets you sleep at night and avoid fighting monsters that could potentially hurt you. It would most likely be the best option of the three but would leave you without resources that are found underground such as iron and diamonds, which can be used to create more durable and efficient tools and armor.
  - **Mining tunnel/cavern:** This choice would allow you to create better tools, weapons, and armor to protect yourself and work more efficiently but wouldn't provide sustenance. Since you can't farm efficiently underground, you would need to weigh the benefits of better tools against the potential for hunger and lack of food.
  - **Fortress:** This would take longer to build, but would offer protection from monsters and would provide a safe home and location to build farms, mining tunnels, etc. in the future. On the downside, this choice doesn't allow you to quickly maximize food or metal resource production because you'd be preoccupied with building walls and homes for the players.