

# Atlantic Acres Minecraft Assignment

Things to consider in the new world as a team:

## Geographic Considerations:

1. **Land:** Think about where to build houses and farms. Is the ground good for growing plants and finding things like wood and special rocks?
2. **Water and Food:** Make sure you're near water for drinking and growing food. Think about the weather and how it might affect your home and food.
3. **Up or Down:** Decide if you want to build up on a hill or down in a valley. Each has its own good points.
4. **Dangers:** Look out for places with caves, hot lava, or really high cliffs. They could be dangerous!
5. **Animals:** Know which animals are nice and which might hurt you or your friends. Some animals can give you food, too.
6. **Place to Live:** Pick a part of the world that feels right for you. Do you want lots of trees or maybe a big sandy desert?

## Cultural Considerations:

7. **Culture:** Talk about the things you like and the games you play. What traditions do you want to keep in your new home?
8. **Language:** Decide how you'll talk to each other. Will you use special words or just regular talking?
9. **House Styles:** Think about how your homes will look. Do you want them to look different and special?
10. **Names:** Choose names for your places and buildings that you all like.

## Relationship Considerations:

11. **Leader:** Decide who will make big decisions for your group and how you'll choose.
12. **Jobs:** Figure out what each person will do. Some might build, some might farm, and others might take care of animals.
13. **Problems:** Plan how you'll solve disagreements or problems.
14. **Trading:** Talk about how you'll share things with other people you meet in your world.

## Societal Considerations:

15. **Money:** Think about how you'll share things like food and tools. Will you use special money?
16. **Learning:** Decide how you'll teach each other new things and learn together.
17. **Healthcare:** Plan what you'll do if someone gets hurt or sick.
18. **Safety:** Make sure you have a plan to protect your homes from scary creatures.
19. **Earth Care:** Keep your world clean and healthy. Use resources carefully so you don't run out.
20. **Future:** Plan for a long time. Make sure your community will stay strong and happy.