Give Commands

A give command will place an item or block into the inventory of the desired target. It is typically made up of three elements.

Command	1	2	3
/give	<player>	<itemName>	[amount]

1	**player** is the name of the player (or a target selector) to give the item to.
2	**itemName** is the name of the item to give (See Minecraft Item Names).
3	The **amount** is optional. It is the amount of the item that you want to give. If you don't specify an amount, the player will be given 1 of the item.

Command Blocks - Give, Teleport and Effect Commands

Example

In most circumstances you will only need the first three elements of the command.

Let's imagine a few examples.
You want to give your player an apple so they don't get hungry. To do so, they press a button to provide them with their apple.

IF/ON	A player presses the button
THEN	/give @p apple
Results	IF/ON the player presses the button THEN give the player an apple

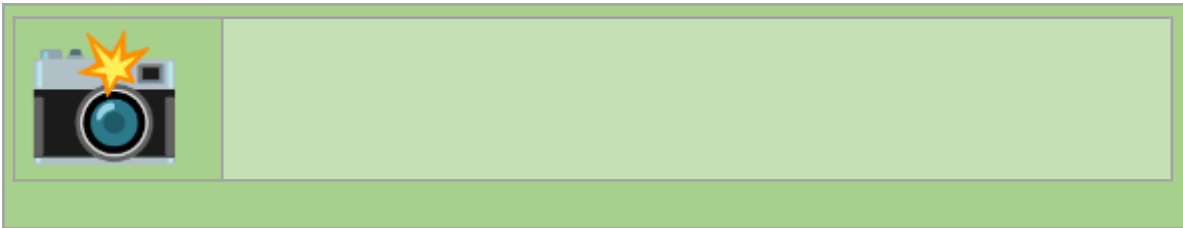If we wanted to give the player ten apples, we would change our scenario and command to the following.

IF/ON	A player presses the button
THEN	/give @p apple 10
Result	IF/ON the player presses the button THEN give the player 10 apples.

Your Turn

Using your coding cards, upload an image of the following algorithm.

/give @p apple 10

Change the item the player receives and it's trigger.

IF/ON	
THEN	
Results	

Teleport Command

A teleport command will move a player to a specific location within the world. To run a teleport command, we must know where the player wants to go. We refer to this as coordinates.

Three numbers make up any position in Minecraft. We refer to these as the x, y and z coordinates.
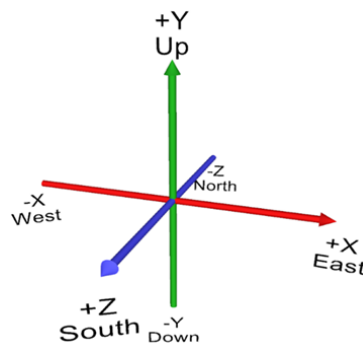
To see your player's coordinates. Select the setting, then toggle on "Show Coordinates".

Your coordinates (position) are then located at the top left of your screen.

The following is a basic teleport command.

Command	1	2	3

/tp	<player>	[position]	<facing>

1	**player** is the name of the player (or a target selector) to teleport.
2	**x y z** is the coordinate to teleport to.
3	**facing** is optional and is a set of x y z coordinates that the player will face after being teleported.

[Command Blocks - Give, Teleport and Effect Commands](#)

Example

Let's imagine how we might use this in a game.
You want to give your player two options. One option will help them progress, and the other will teleport them to a different location. We refer to this type of gameplay as branching. We will explore this concept later in the course.

IF/ON	A player pulls the lever		
THEN			
	/tp	@p	494 31 116

Result	IF/ON a player pulls the lever THEN teleport the player to world position 494 31 116.

If we wanted the player to face in a particular direction, we would add a second set of coordinates. To determine how you want the player to face, move to the destination and observe the coordinate that changes as you move forward in the direction you want the player to move. Make this change to your second set of coordinates.

IF/ON	A player presses the button			
THEN				
	/tp	@p	494 31 116	facing 494 321 117
Result -				

Your Turn

Using your coding cards, upload an image of the following algorithm.

/tp	@p	494 31 116	facing 494 321 117

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Change the coordinates so the player faces the next Non Player Character.

IF/ON	
THEN	
Results	

Effect Command

An effect command can apply one of the 29 possible [effects](#) possible in Minecraft Education Edition.

These include:

Icon	Status Effect	*Minecraft ID Name*	Description
	[Absorption](#)	*absorption*	Adds yellow Absorption health hearts
	[Bad Omen](#)	*bad_omen*	Causes a group of hostile mobs to attack when a player with Bad Omen enters a village
	[Blindness](#)	*blindness*	Creates a thick black fog
	[Conduit Power](#)	*conduit_power*	Improves visibility and mining speed underwater, and adds ability to breathe underwater

	Fatal Poison	*fatal_poison*	Does damage every 1.25 seconds (can kill player)
	Fire Resistance	*fire_resistance*	Immunity to fire, lava, and direct hits from fire balls
	Haste	*haste*	Speeds up how fast you break blocks
	Health Boost	*health_boost*	Adds additional hearts to your base health
	Hero of the Village	*village_hero*	Receive discounted trades from villagers after completing a Raid
	Hunger	*hunger*	Depletes food meter
	Instant Damage	*instant_damage*	Damages instantly
	Instant Health	*instant_health*	Heals instantly
	Invisibility	*invisibility*	Invisible to others
	Jump Boost	*jump_boost*	Jump higher
	Levitation	*levitation*	Player will involuntarily float upwards into the sky and continue to rise
	Mining Fatigue	*mining_fatigue*	Slows down how fast you break blocks
	Nausea	*nausea*	Wobbles and warps what you see in the game
	Night Vision	*night_vision*	Increases brightness level to 15 (see better in dark)
	Poison	*poison*	Does damage every 1.25 seconds (can not kill player)
	Regeneration	*regeneration*	Restores half heart every 2.5 seconds

	Resistance	*resistance*	Reduces all damage
	Saturation	*saturation*	Replenishes food meter
	Slow Falling	*slow_falling*	Slows down how fast you fall and eliminates fall damage
	Slowness	*slowness*	Decreases speed
	Speed	*speed*	Increases speed
	Strength	*strength*	Increases attack damage (melee attacks)
	Water Breathing	*water_breathing*	Breathe underwater without using up oxygen bar
	Weakness	*weakness*	Decreases attack damage (melee attacks)
	Wither	*wither*	Does damage every 2 seconds (can kill player)

The following is how to execute an effect command.

Command	1	2	3	4
/effect	<player>	[effect ID]	<time>	<amplifier>

1	**player** is the name of the player (or a target selector) who the effect will apply to.
2	**Effect Minecraft ID** refer to list.
3	**time** will determine how long the effect will last for. (Max time = 99999 seconds)

4	**amplifier** applies the strength of the effect (Max amplifier = 255)

Example

Let's imagine our player needs to use an effect to get past the next part of our game. We want the player to swim through a cave that has no air. It is too long to make it without drowning, so we give the player water breathing so they can make it to the other side. Let's also imagine that the player found or made a Redstone torch in the process.

IF/ON	A player places a Redstone torch			
THEN				
	/effect	@p	water_breathing	10	15

Result	IF/ON a player places a Redstone torch THEN give the player the effect of water breathing for 19 seconds, amplified to 15.

Your Turn

Using your coding cards, upload an image of the following algorithm.

/effect	@p	water_breathing	10	15

Change the environment of the path to the end so it requires a different effect, executed by a different trigger.

IF/ON	
THEN	
Results	