Teacher Command Centre Template

Crafting Empathy requires your teacher and student usernames to work. Use the following template to program the Teacher Command Centre.

Begin by listing out your teacher and students’ usernames. Complete the templates below, replacing the red example usernames with real usernames from your class.

In Minecraft, go to the Teacher Command Centre. Right click on the appropriate NPC. Click on ‘advanced settings’. Copy and paste your version of the commands below into the box of the same name.

Start

/clear @a

/gamemode a @a

/gamemode c @TEACHERUSERNAME

/tp STUDENTUSERNAME1 554 71 33

/tp STUDENTUSERNAME2 594 72 42

/tp STUDENTUSERNAME3 554 71 33

/tp STUDENTUSERNAME4 594 72 42

\*If you have more than the four students listed, add them on. Ensure you alternate the coordinates at the end (e.g. 554 71 33, then 594 72 42) as this will teleport half the students to the green side and half to the desert side.

Breaktime

/clear @a

/gamemode a @a

/tp @a 532 71 23

/tp TEACHERUSERNAME 344 64 -96

/gamemode c TEACHERUSERNAME

Spawnpoint 1

/gamemode a @a

/gamemode c TEACHERUSERNAME

/clear @a

/spawnpoint STUDENTUSERNAME1 235 64 23

/spawnpoint STUDENTUSERNAME2 234 70 -223

/spawnpoint STUDENTUSERNAME3 235 64 23

/spawnpoint STUDENTUSERNAME4 234 70 -223

\*If you have more than the four students listed, add them on. Alternate the coordinates at the end   
(e.g. 235 64 23, then 234 70 -223).

Stage 1

/clear @a

/gamemode a @a

/gamemode c TEACHERUSERNAME

/tp STUDENTUSERNAME1 235 64 23

/tp STUDENTUSERNAME2 234 70 -223

/tp STUDENTUSERNAME3 235 64 23

/tp STUDENTUSERNAME4 234 70 -223

\*If you have more than the four students listed, add them on. Ensure you alternate the coordinates at the end (e.g. 235 64 23, then 234 70 -223) as this will teleport half the students to the green side and half to the desert side.

Spawnpoint 2

/gamemode a @a

/gamemode c TEACHERUSERNAME

/clear @a

/spawnpoint STUDENTUSERNAME1 457 79 5

/spawnpoint STUDENTUSERNAME2 371 70 -225

/spawnpoint STUDENTUSERNAME3 457 79 5

/spawnpoint STUDENTUSERNAME4 371 70 -225

\*If you have more than the four students listed, add them on. Ensure you alternate the coordinates at the end (e.g. 457 79 5, then 371 70 -225) as this will teleport half the students to the green side and half to the desert side.

Stage 2

/clear @a

/gamemode a @a

/gamemode c TEACHERUSERNAME

/tp STUDENTUSERNAME1 457 79 5

/tp STUDENTUSERNAME2 371 70 -225

/tp STUDENTUSERNAME3 457 79 5

/tp STUDENTUSERNAME4 371 70 -225

\*If you have more than the four students listed, add them on. Ensure you alternate the coordinates at the end (e.g. 457 79 5, then 371 70 -225) as this will teleport half the students to the green side and half to the desert side.

Stage 3

/tp @a 358 68 -114

/tp TEACHERUSERNAME 344 64 -97

/fill 228 56 -101 482 56 -101 grass 0 replace border\_block

/fill 355 56 -228 355 56 26 grass 0 replace border\_block

/gamemode c @a

/clear @a