

MINECRAFT
EDUCATION

THE FIRST NIGHT

SOLUTIONS GUIDE



SOLUTIONS GUIDE

Below you will find each of the solutions to the activities found throughout Hour of AI 2025: The First Night in sequential order, as they appear in the game.

Task: Classify Oak Log as Wood



CODING SOLUTION	
Blocks	Python
	<pre>api_url = 'minecraft://agent.ai/' api_endpoint = 'classify' api_key = 'MC-KEY-821-597' training_data = { 'wood': 'oak_log' } ai.make_api_request(api_url, api_key, api_endpoint, training_data)</pre>

Task: Classify Birch Log as Wood



CODING SOLUTION

Blocks

Python

training module

classify oak log as wood

classify birch log as wood

```
api_url = 'minecraft://agent.ai/'
api_endpoint = 'classify'
api_key = 'MC-KEY-821-597'
```

```
training_data = {
    'wood': 'oak_log',
    'wood2': 'birch_log'
}
```

```
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```

Task: Classify Acacia Log as Wood



CODING SOLUTION

Blocks

```

training module
classify oak log as wood
classify birch log as wood
classify acacia log as wood
    
```

Python

```

api_url = 'minecraft://agent.ai/'
api_endpoint = 'classify'
api_key = 'MC-KEY-821-597'

training_data = {
    'wood': 'oak_log',
    'wood2': 'birch_log',
    'wood3': 'acacia_log'
}

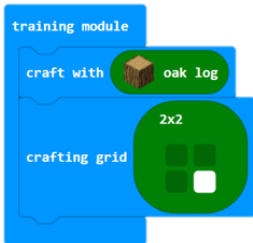
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
    
```

Task: Train Agent to Make Wood Planks



CODING SOLUTION

Blocks



Python

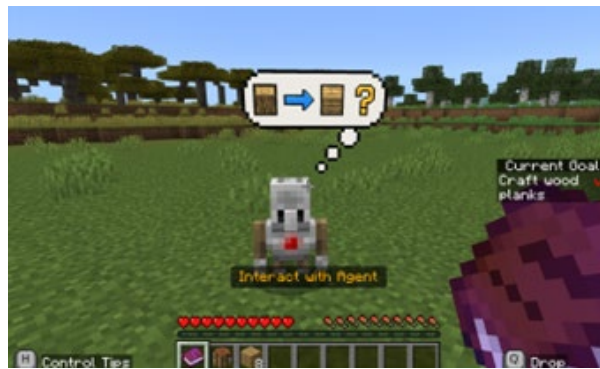
```
# crafting pattern
wood_planks = '''
00
0B
'''

# add additional code below
api_url = 'minecraft://agent.ai/'
api_endpoint = 'crafting'
api_key = 'MC-KEY-821-597'

training_data = {
    'crafting': wood_planks
}

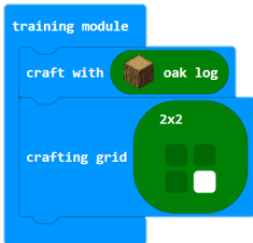
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```

Task: Train Agent to Make Crafting Table



CODING SOLUTION

Blocks



Python

```
# crafting pattern
wood_planks = '''
BB
BB
'''

# add additional code below
api_url = 'minecraft://agent.ai/'
api_endpoint = 'crafting'
api_key = 'MC-KEY-821-597'

training_data = {
    'crafting': crafting_bench
}

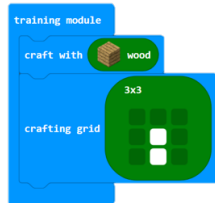
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```

Task: Train Agent to Craft Sticks



CODING SOLUTION

Blocks



Python

```
# crafting patterns
crafting_bench = '''
BB
BB
'''

sticks = '''
OOO
OBO
OBO
'''

# connection variables
api_url = 'minecraft://agent.ai/'
api_endpoint = 'crafting'
api_key = 'MC-KEY-821-597'

# training data
training_data = {
    'crafting': crafting_bench,
    'crafting2': sticks
}

# API request
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```

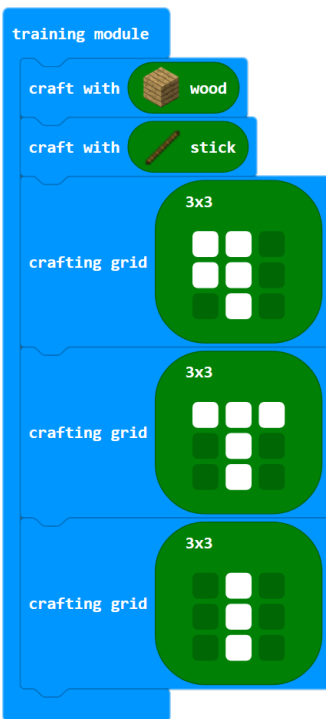
Task: Train Agent to Craft Wooden Tools



CODING SOLUTION

Blocks

Python



```
# crafting patterns
axe = '''
BBO
BBO
OBO
'''

pickaxe = '''
BBB
OBO
OBO
'''

shovel = '''
OBO
OBO
OBO
'''

# connection variables
api_url = 'minecraft://agent.ai/'
api_endpoint = 'crafting'
api_key = 'MC-KEY-821-597'

# training data
training_data = {
    'crafting': axe,
    'crafting2': pickaxe,
    'crafting3': shovel
}

# API request
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```

Task: Train Agent to Upgrade Tools



CODING SOLUTION	
Blocks	Python
<pre> training module upgrade [axe] to [cobblestone] upgrade [pickaxe] to [cobblestone] upgrade [shovel] to [cobblestone] </pre>	<pre> # connection variables api_url = 'minecraft://agent.ai/' api_endpoint = 'upgrade' api_key = 'MC-KEY-821-597' # training data training_data = { 'axe': 'cobblestone', 'pickaxe': 'cobblestone', 'shovel': 'cobblestone' } # API request ai.make_api_request(api_url, api_key, api_endpoint, training_data) </pre>

Task: Train Agent to Classify Building Materials



CODING SOLUTION	
Blocks	Python
	<pre> # connection variables api_url = 'minecraft://agent.ai/' api_endpoint = 'classify' api_key = 'MC-KEY-821-597' # training data training_data = { 'building_materials': 'cobblestone', 'building_materials2': 'wood' } # API request ai.make_api_request(api_url, api_key, api_endpoint, training_data) </pre>

Task: Train Agent to Craft a Door



CODING SOLUTION	
Blocks	Python
<p>training module</p> <p>craft with wood</p> <p>crafting grid 3x3</p>	<pre># crafting pattern door = ''' BBO BBO BBO ''' # connection variables api_url = 'minecraft://agent.ai/' api_endpoint = 'crafting' api_key = 'MC-KEY-821-597' # training data training_data = { 'crafting': door } # API request ai.make_api_request(api_url, api_key, api_endpoint, training_data)</pre>

Task: Train Agent to Classify Coal Ore



CODING SOLUTION	
Blocks	Python
<pre> training module ├── classify │ ├── coal ore │ └── as ore </pre>	<pre> # connection variables api_url = 'minecraft://agent.ai/' api_endpoint = 'classify' api_key = 'MC-KEY-821-597' # add training data training_data = { 'ore': 'coal_ore' } # add API request ai.make_api_request(api_url, api_key, api_endpoint, training_data) </pre>

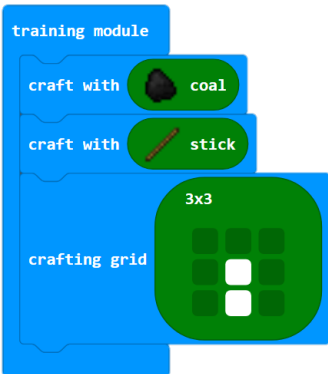
Task: Train Agent to Craft Torches



CODING SOLUTION

Blocks

Python



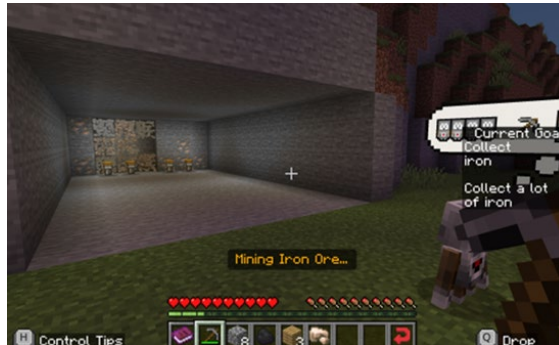
```
# crafting patterns
torches = '''
000
0B0
0B0
'''

# connection variables
api_url = 'minecraft://agent.ai/'
api_endpoint = 'crafting'
api_key = 'MC-KEY-821-597'

# training data
training_data = {
    'crafting': torches
}

# API request
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```

Task: Train Agent to Classify Iron Ore



CODING SOLUTION	
Blocks	Python
<pre> training module classify coal ore as ore classify iron ore as ore </pre>	<pre> # connection variables api_url = 'minecraft://agent.ai/' api_endpoint = 'classify' api_key = 'MC-KEY-821-597' # training data training_data = { 'ore': 'coal_ore', 'ore2': 'iron_ore' } # API request ai.make_api_request(api_url, api_key, api_endpoint, training_data) </pre>

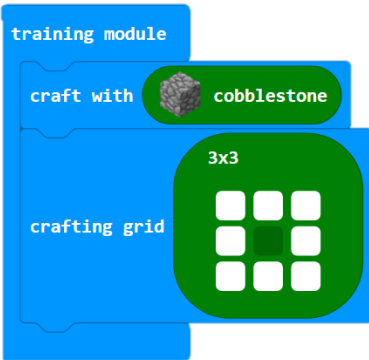
Task: Train Agent to Craft a Furnace



CODING SOLUTION

Blocks

Python



```
# crafting patterns
furnace = '''
BBB
BOB
BBB
'''

# connection variables
api_url = 'minecraft://agent.ai/'
api_endpoint = 'crafting'
api_key = 'MC-KEY-821-597'

# training data
training_data = {
    'crafting': furnace
}

# API request
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```

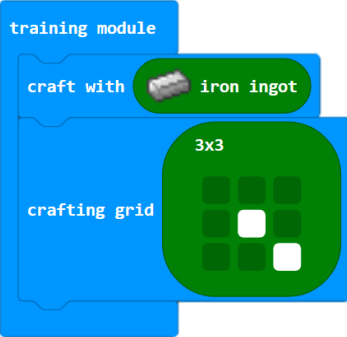
Task: Train Agent to Craft Shears



CODING SOLUTION

Blocks

Python



```
# crafting patterns
shears = '''
000
0B0
00B
'''

# connection variables
api_url = 'minecraft://agent.ai/'
api_endpoint = 'crafting'
api_key = 'MC-KEY-821-597'

# training data
training_data = {
    'crafting': shears
}

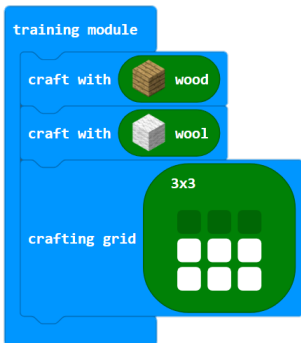
# API request
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```

Task: Train Agent to Craft a Bed



CODING SOLUTION

Blocks



Python

```
# crafting patterns
bed = '''
000
BBB
BBB
'''

# connection variables
api_url = 'minecraft://agent.ai/'
api_endpoint = 'crafting'
api_key = 'MC-KEY-821-597'

# training data
training_data = {
    'crafting': bed
}

# API request
ai.make_api_request(
    api_url,
    api_key,
    api_endpoint,
    training_data
)
```