

# Navigating Minecraft Controls

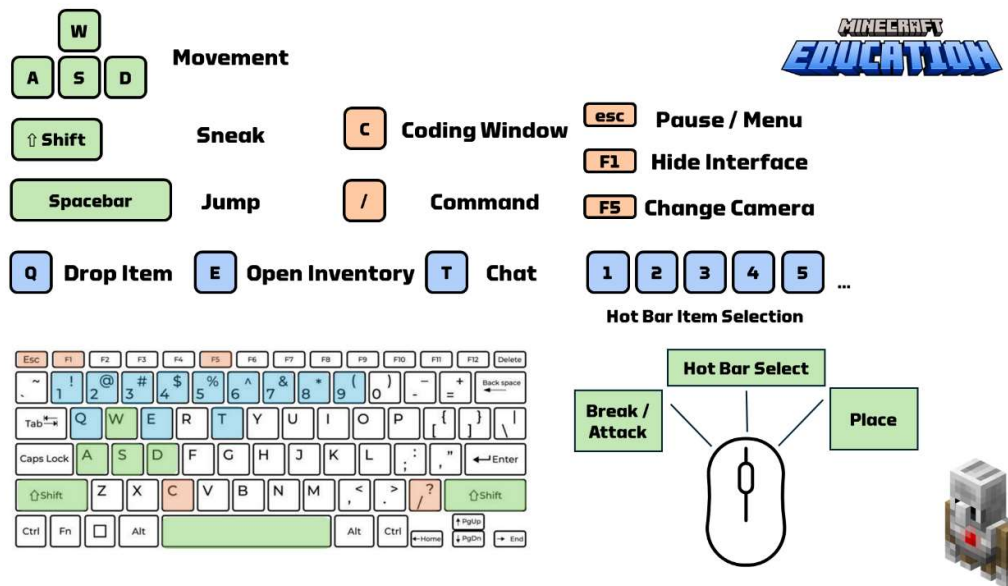
Minecraft Education supports two primary input methods: keyboard and trackpad (or mouse) controls, and touchscreen controls. For those with access, the keyboard and mouse setup is recommended for its ease and precision.

## Keyboard and Mouse Controls

If you're new to gaming or PC gameplay, using both hands at the same time might feel unfamiliar. However, this method significantly enhances gameplay quality.

**Left Hand Positioning:** Place your left hand on the WASD keys. These keys control your movement within the game, think of them as controlling your player's legs.

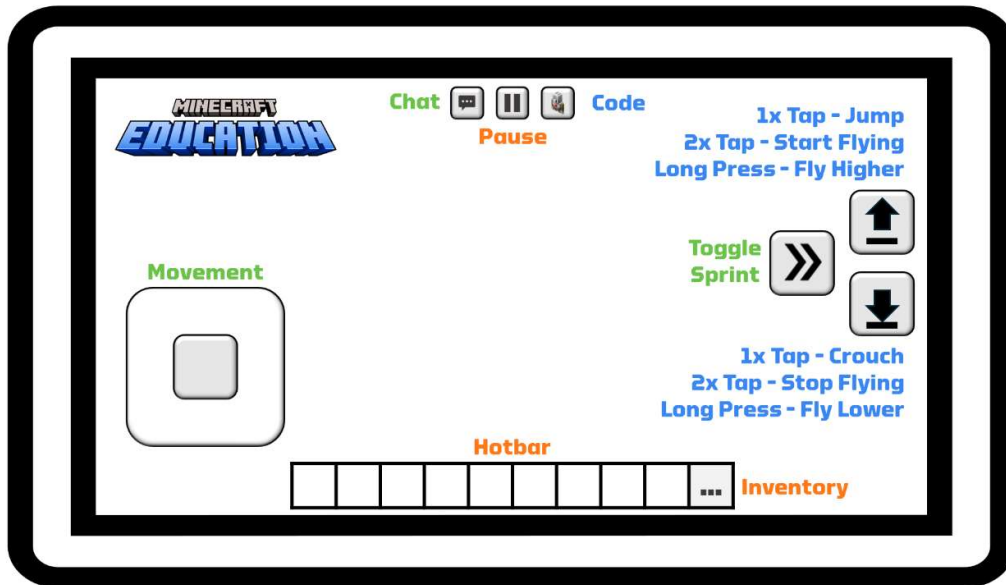
**Right Hand Positioning:** Use your right hand for the mouse or trackpad, managing actions like looking around, selecting, and interacting; think of them as controlling your player's head or eyes.



**Image Description** - Keyboard and mouse controls for Minecraft Education, showing key bindings for movement, actions, inventory management, and camera control. WASD keys are for movement, Spacebar for jumping, Shift for sneaking, and various keys for commands, inventory, and item selection. Mouse controls include break/attack, place, and hot bar selection.

## Touchscreen Controls

For educators and students using touchscreen, the controls are intuitive. On-screen icons indicate possible player actions. This interface, along with taps and long holds on the screen, dictates interaction with the in-game world.



**Image Description** - Touch screen controls for Minecraft Education, showing on-screen buttons for movement, jumping, flying, crouching, and sprinting. The interface includes a movement joystick, buttons for chat, pause, and coding, as well as hotbar and inventory slots. Actions like jumping, flying, and crouching are activated by tapping or long-pressing specific buttons.

### TOP TIP!

Minecraft doesn't have an "undo" button. If a block is misplaced or destroyed, it must be manually replaced. It can be frustrating at first but it is all part of the learning process, we promise!