MinecraftEdu offers many options when setting up a world and managing the player’s experience throughout the world. This cheat sheet explains these options further and offers recommendations for different settings.

### World Settings Recommendations

- **Gamemode** - Creative
- **Difficulty** - Easy
- **Weather Effects** - Disabled for Beginners
- **Allow Fire and TNT** - Disabled
- **Monsters** - Disabled
- **Animals** - Either option is acceptable
- **Villagers** - Disabled for Beginners
- **Generate Structures** - Either option is acceptable
- **Allow Other Dimensions** - Disabled
- **Adjust World Time** - Daylight and Lock for Beginners

*Hovering the mouse over each setting will provide a more detailed description. Recommended settings are bolded.*

### Player Settings

- **Mute students** - When enabled, students do not have the ability to text each other within the world
- **Allow Student Respawning** - Students can use this option to return back to their starting location, especially if they are lost
  - Enabled
- **Allow Student Surfacing** - Students can use this option when they are stuck underground or underwater
  - Enabled
- **Enable PVP** - Students can engage in combat and injure one another
  - Disabled
- **Students can build**
  - Enabled
- **Keep Inventory**
  - Enabled
- **Students Can Always Fly**
  - Either option is acceptable

*Hovering the mouse over each setting will provide a more detailed description. Recommended settings are bolded. These settings can be changed at any time.*

- Teleport everyone back to spawn – Use this option to pull all players back to one location
- Freeze students – Use this option to assure all students have stopped playing and are paying attention