**Pre-eruption**

1. Students to fly to the mountain and enter 5-block deep hole. Use the following command to generate a sphere of air with a radius of 5:

 Advanced &gt; Shape

 sphere of (air block)

 center ~0 ~0 ~0 (This creates the sphere around them)

 radius (5)

 replace

\*Note – if radius increases, the mountain sides may be destroyed, and students need to start again with a fresh world, or repair the damage.

2. Build a single column in the center of the empty sphere about 5 blocks tall. Stand on top of the column and record the “world coordinates.” They should look something like this:

 1588 93 173

Fly to and record the world coordinates from at least 3 more positions around the mountain. Selected locations should allow lava to flow downhill and into the forest, thereby causing a forest fire when executed.

3. Empty dispensers are found near the top. Add one or more firework rockets to each dispenser and, while standing on the sandstone block, record world coordinates. The coordinates should be 1587 94 183.

**Eruption sequence**

Individually test each sequence below before combining to initiate the eruption.

1. Create a chat command called midnight. Add the Gameplay block &gt; time set (midnight). Run and test the command.

2. Create a chat command and call it fireworks. Insert Blocks command &gt; place item (redstone torch) at coordinates. Change the relative coordinates (~0 ~0 ~0) to world coordinates located under Positions.

World coordinates reflect the position on top of the sandstone block in front of the dispensers (1587 94 183). Run and test the command. The torch should appear on top of the sandstone block, activating the dispensers and launching the fireworks into the air. Reset by deleting the torch and reloading the dispensers.

3. Create a third chat command and call it lava. Students will add 4 or more Blocks &gt; place commands in a sequence. As in the previous step, change out the relative location with world coordinates representing (1) the top of the column in the volcano and (2-4) the blocks where the lava will flow from and into the forest.

4. The last step is to place 15-20 TNT blocks inside the volcano. It is important to note that the TNT will ignite if flowing lava touches it from any side, but not from the top. The code sequence students created will place the lava on top of the stone column. There must be at least 2 blocks of empty space between the flowing lava and any TNT block at the bottom.

**Run the sequence**

It’s time to set off the volcano. Students will create a final chat command called volcano, adding the earlier commands in this order:

 time set (midnight)

 pause (ms) 1000 (this is a loop command that will slightly delay the next action)

 place (redstone torch)

 pause (ms) 1000

 place lava at coordinates (top of the column)

 pause (ms) 1000

 place lava at coordinates (mountainside)

 pause (ms) 1000

 place lava at coordinates (mountainside)

 pause (ms) 1000

 place lava at coordinates (mountainside)

 pause (ms) 1000