

## **Workshop Steps**

- Complete the threat model on the reverse side of this page. The top level describes what is at risk (your base), and below that is each individual threat and the harm they could cause to your base.
- 2. Look at the completed chart. Think about what is the probability and impact of each threat? Is it high, medium, or low? For example, are *Creepers a bigger threat than Skeletons?* Should you care about dragons?
- 3. Use your answers in the threat model to help design the **safest, most secure** base possible in Minecraft. Try to fix or defend the *high probability, high impact* problems first. Use the Security Layer Map and/or 16x16 grid lines on this page to help you plan.

## **Security Layer Map**



