

JB'S BRIGHT BUTTON ADVENTURES

Mia and the Minecraft Server Door

CHECK THE WORLD. KNOW THE
PLAYERS. TELL.

An independent or read-together story for approximately
ages 7 to 9





An exciting invitation

Mia and JB had spent Saturday building a glass treehouse in Minecraft. Then Priya sent an invitation to a huge server with a building contest and a promise of free diamonds. Mia's finger moved towards Join. JB looked at the bright doorway on the screen and opened his clue book.

FOR GROWN-UPS

Start with what the child enjoys about Minecraft. Decide in advance whether play will be single-player, local, an approved private world or public multiplayer.



The sign is not the guest list

A server is like a door, said JB. Its name is only the sign outside. It does not tell us who is inside. Mia paused. She did not join or reply. Instead, she showed Mum the invitation and explained why the building contest looked fun.

FOR GROWN-UPS

A child account can block multiplayer and limit communication. Keep both restricted until you deliberately choose otherwise. Minecraft uses Microsoft and Xbox family settings even when the game is played on another device.



Check who can enter

Mum asked who ran the server. Priya did not know, so they left that door closed. Mum checked Mia's child account, kept communication limited and made sure every purchase needed approval. Then she spoke to Priya's dad and agreed a small invited world for children they knew. They tested it together before Mia played alone.

FOR GROWN-UPS

A Realm or private server can narrow the audience, but it is not a safety guarantee. Check the adult owner, invited players, communication settings and the controls on the actual device.



Build with the right people

Inside the new world, Mia found Priya and the two players they had agreed. Another invitation appeared, asking everyone to jump to a different server. Mia closed it and showed Mum. Then she and Priya built a glass bridge between their treehouses. JB placed a lantern beside the server door. Safe doors still need checking, he said.

FOR GROWN-UPS

Practise how to leave, hide or report before a problem happens. Remind the child that an invitation inside an approved world still needs a fresh check.



YOUR BRIGHT BUTTON

REMEMBER

Before joining a Minecraft world, check who runs it, who can join and who can communicate. If a new invitation or player feels wrong, leave and tell a trusted grown-up.

TALK ABOUT IT

- Why did Mia leave the first server door closed?
- What should you check before joining a shared world?

TRY IT TOGETHER

Open the child account and the game on the device they use. Check multiplayer, friends, communication and reporting controls, then agree which worlds are allowed.

PARENT SETUP

- Use a separate child Microsoft account linked to an adult family organiser.
- Block or limit multiplayer, friend requests and communication until each one is needed.
- Require approval for purchases, set a sensible time routine and test everything while signed in as the child.

GROWN-UP GUIDE

bastionhost.co.uk/security/families/minecraft

Read and discuss with your child. Parent guide reviewed 20 August 2026.

HOW THIS STORY WAS MADE

Developed with generative AI assistance and reviewed by the site owner before publication.