

Minecraft Education: Dream Village Project Worksheet

(Project Development Cycle: Analysis → Design → Building → Testing)

Stage 1: Analysis

1. What is the purpose of your Dream Village?
(Example: housing for villagers, sustainable farming, creative design)

2. Who will use it?(Villagers, players, students)

3. What problems will your village solve?(Example: lack of food, safety, transportation)

Stage 2: Design

4. List 3 key features/building you will include:*
- 1.
 - 2.
 - 3.
5. Choose your building style(Modern, medieval, eco-friendly)

Stage 3: Building

6. What blocks and items will you use in your project?(Example: oak planks, glass, redstone, lanterns)

7. What areas will include interactive blocks or coding?*

(Example: doors with pressure plates, farms with redstone automation, NPCs with commands)

Stage 4: Testing

Check functionality:

- Do interactive features work?
- Are houses accessible?
- Are farms producing food?

Fix any issues you find