Minecraft Education Lesson Planning Template

Use this worksheet to turn a Minecraft Education world into a focused, assessable learning experience. Complete the fields before teaching, then use the final reflection to improve the next lesson.

1 Lesson at a glance

Subject and grade / age	
Duration and class size	
Curriculum standard or skill	
Selected world and access details World name, link or file, required setup, permissions	

2 Learning design

Learning objective By the end, students will be able to...	
Success criteria Students demonstrate success when they can...	
Prior knowledge What must students already know or be able to do?	
Essential question What real problem or question gives this work purpose?	

3 Challenge brief

Student mission Write the scenario, audience, constraints and expected product.	
Materials and in-world tools NPCs, Camera, Portfolio, Code Builder, Chalkboards, external resources	

4 Lesson flow

Launch - 10 min Hook, objective, success criteria, safety or navigation reminder	
Explore - 10 min Guided orientation: what should learners notice or test?	
Create and investigate - 25 min Key checkpoints, teacher questions, anticipated misconceptions	
Share and reflect - 15 min How learners explain decisions and connect work to the real world	

5 Collaboration and inclusion

Team roles Architect · Researcher · Engineer · Coordinator · Communicator	
Supports and extensions Accessibility, vocabulary, scaffolds, early-finisher extension	

6 Assessment plan

Evidence of learning Photo, portfolio page, written explanation, short video, presentation	
Assessment criteria Content understanding · Challenge resolution · Collaboration · Communication	
Feedback prompt What question will help learners revise or deepen their thinking?	

7 Teacher observation notes

What learners said or did Capture decisions, language, misconceptions and productive struggle	

Next-step feedback Who needs a prompt, a model, an extension or a regroup?	

8 After the lesson

What worked?	
What will I change next time?	
Evidence to save or share	

Planning reminder: the world is the medium; the learning objective, student reasoning and evidence of learning are the purpose.