

Minecraft Team Challenge: Build a Realistic Airport

In this team-based Minecraft challenge, your goal is to design and build a realistic airport within your assigned zone. Your team will be assessed based on layout accuracy, realism, design detail, functionality, airline branding, and collaboration.

Required Features

- Runway: Long, flat surface with markings and lights
- Terminal Building: Includes check-in, baggage claim, waiting areas
- At Least 1 Airplane: Built at a gate or runway
- Parking Lot or Transit Access: Cars or public transit
- NPCs or Informational Signs: To simulate a real airport environment
- Team Flair: Add a logo, airline name, or theme that fits a real-world style

Judging Criteria Rubric

Use this rubric to guide your team as you build. Aim for realism, teamwork, and attention to detail.

Criteria	Level 1 (Limited)	Level 2 (Developing)	Level 3 (Proficient)	Level 4 (Exceptional)
Layout Accuracy	Few realistic elements	Some areas resemble an airport	Most structures align with real airport use	Layout strongly mirrors real-world airports
Design Details	Unrealistic shapes or proportions	Basic realism but inconsistent	Realistic size, materials, and look	Highly detailed and believable airport design
Airport Components	Missing key elements	Includes 2-3 airport components	Includes 4+ realistic airport areas	Includes all key areas and unique details
Airline Branding	Silly/unrelated branding	Fictional but unrelated	Fictional but plausible	Professional, thoughtful, and realistic
Collaboration & Teamwork	Little cooperation; unequal participation	Some students contributed ideas or effort	Team generally worked well together with shared tasks	Excellent collaboration, with all voices contributing meaningfully