

Minecraft Ecology

The Trees Fight Back

An Unofficial Minecraft Encyclopedia





This game is full of **forests**. They stretch far over the land, full of tall oak and birch **trees**. The **trees** grow so close that the **branches** almost meet. Down on the forest floor, it **stays** cool and dark, even when the sun is bright. **Forests** are packed with life, and there is always more to find.

Trees give you wood, the top thing to have in the game. With it, you can make **tools, axes,** and a bow. You can make **bridges, boats,** and **homes** from **planks,** too. Every new player must chop a tree in the very first **minutes** of the game.

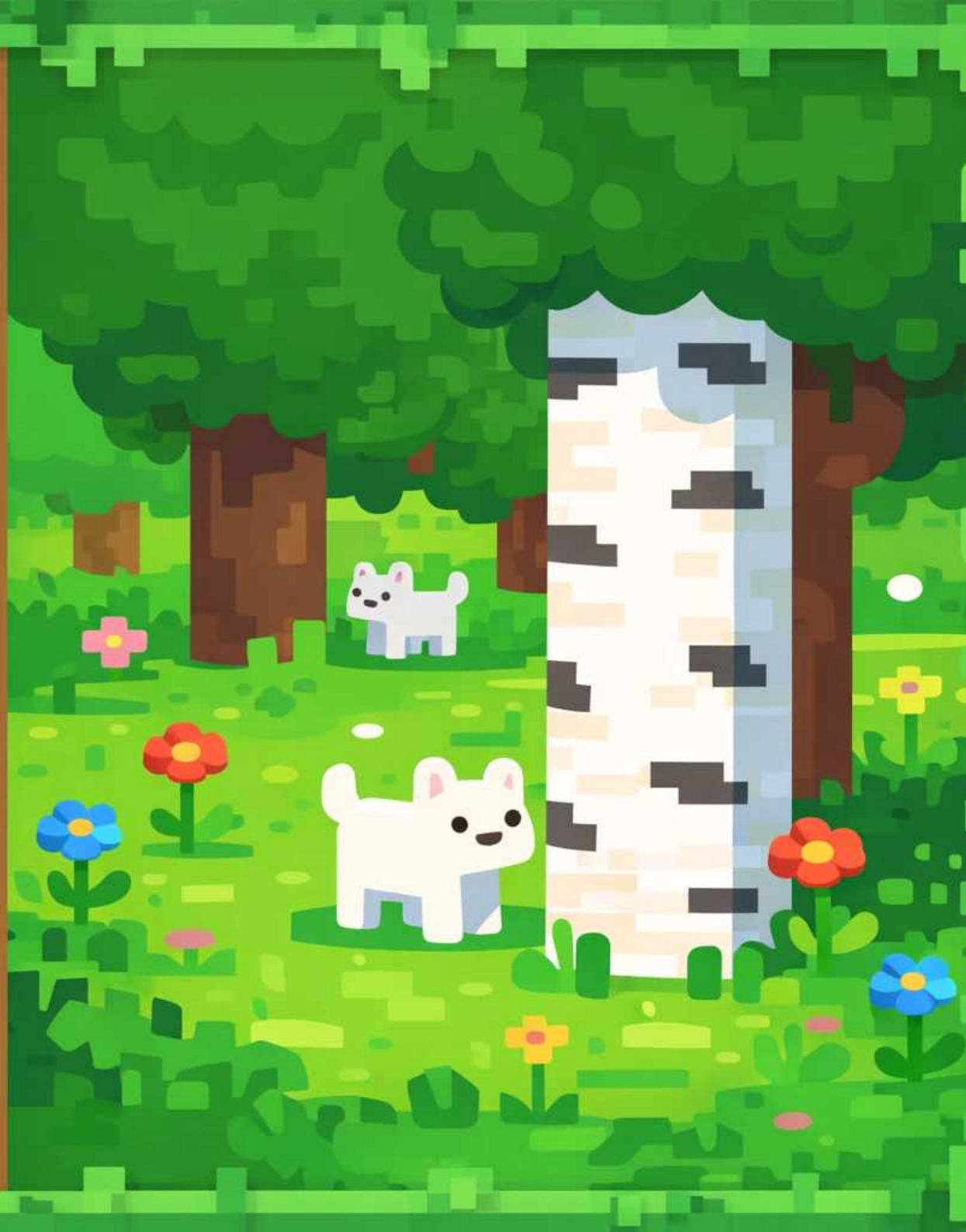
Without **trees,** you can not make **things,** and you can not get very far at all.





Forests can be tricky **places** to roam. The **trees** grow so thick that you can only see a few **blocks** ahead. Spiders and other **mobs** hide behind the **trunks** and wait. You must watch out when you walk between the **trees**. One wrong turn, and something could jump out from the dark. Always keep watch in the forest.

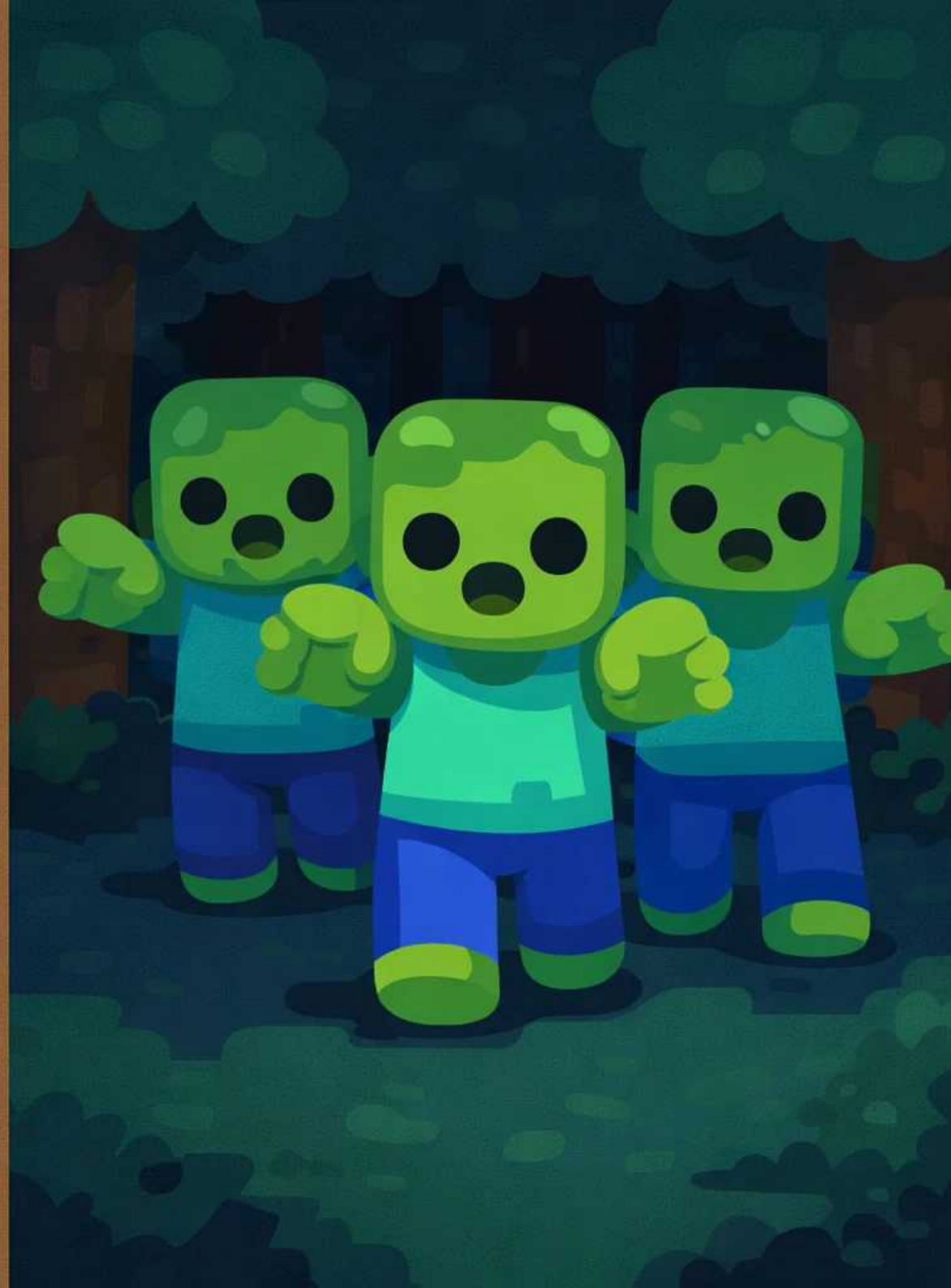
Not all **forests** look the same. Flower **forests** are packed with bright **blooms** and oak **trees**. Birch **forests** are full of tall **trees** with white and black **trunks**. The **branches** reach up high above the ground. Each kind of forest has its own look and its own set of **things** to find. Which kind do you want to see first?





Some **forests** have **trees** that only grow in one place. Dark oak **trees** grow in the dark forest, where their wide **trunks** shoot up very tall. The canopy above is so thick it **blocks** out the sun, and the forest floor **stays** dim even on a bright day. The wood from these **trees** is good for making rich, dark **homes** and strong **walls**. If you want dark oak for your work, the dark forest is the only place to find it.

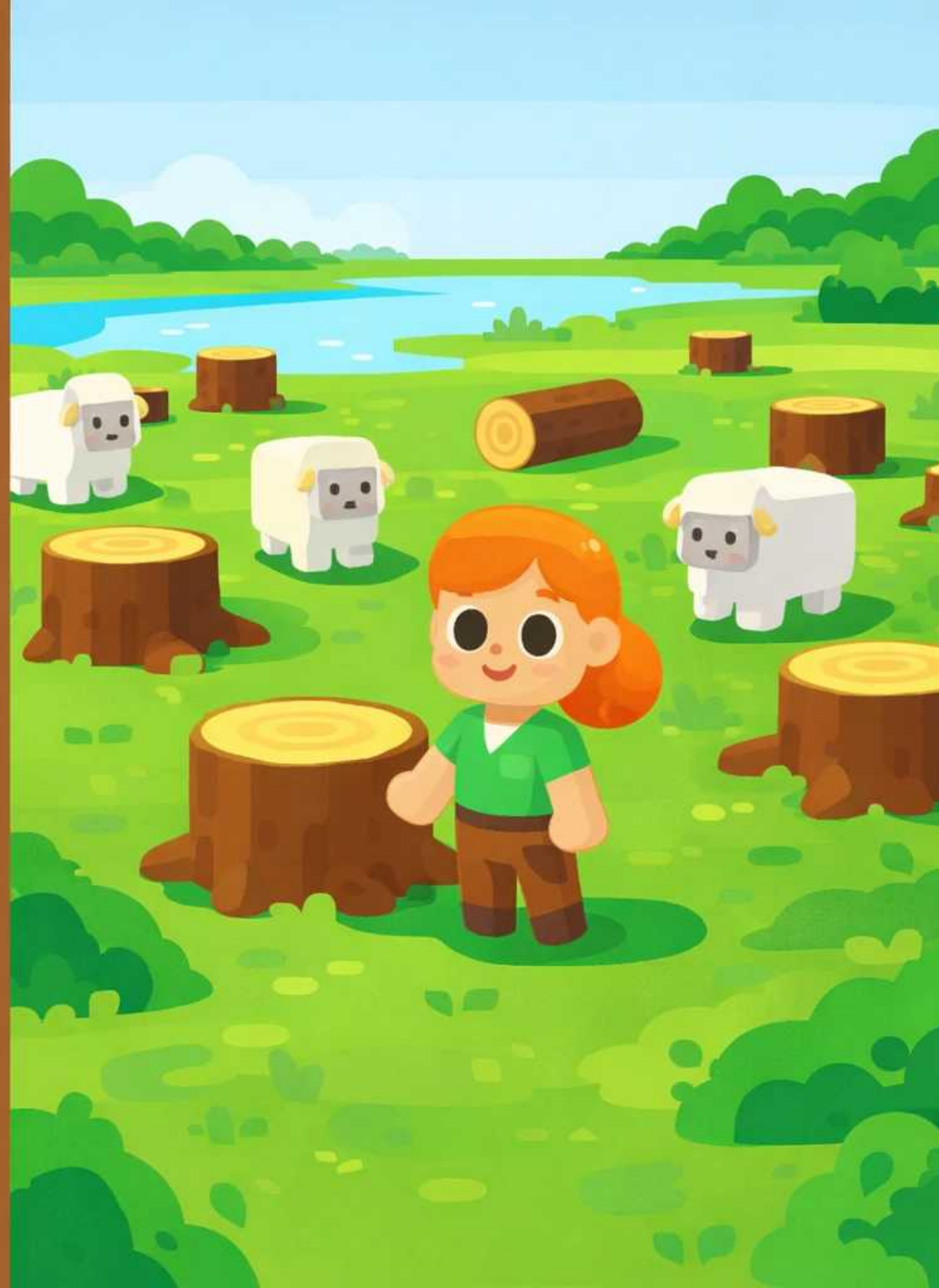
Dark **forests** are not safe **places**. The thick **tops** of the **trees** block so much sunlight that the **woods** stay dim, even in the middle of the day. Bad **mobs** can spawn at any time down on the forest floor. They do not wait for night. They roam the **woods** all day and all night. Watch your back.





Forests give you much more than just wood. You can pick up **seeds**, **flowers**, and **ferns** from the forest floor. **Bees** live in **nests** up in the **trees**. **Forests** are full of **things** to find and collect. Each time you go into a forest, there is something new to spot among the **roots** and **branches**.

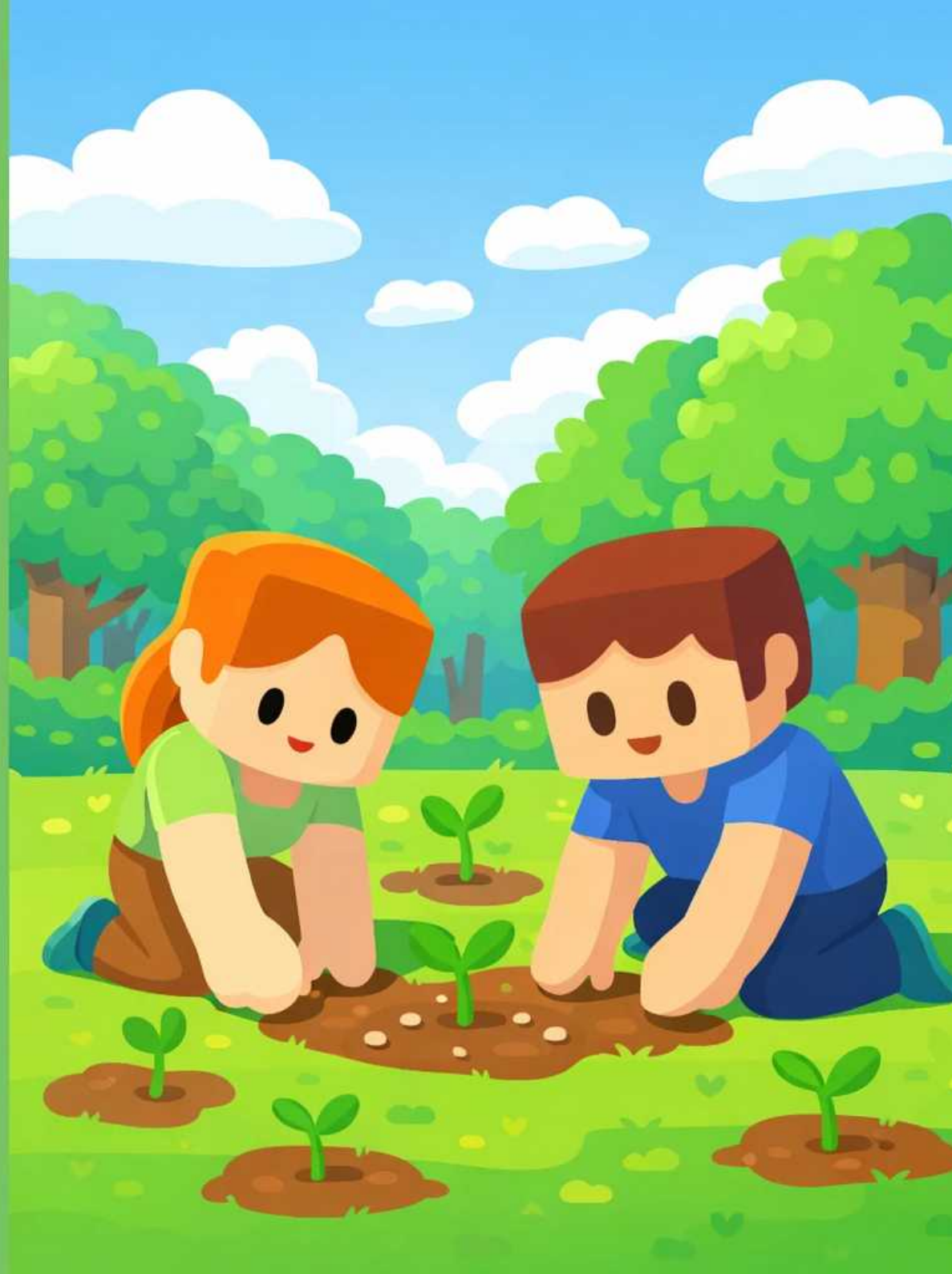
In the real world, **forests** must be looked after well. If too many **trees** are cut down at once, the land **turns** open and dry. The **rains** wash the soil away. The **birds** and the sheep have no **homes** when the **trees** are gone. Even by the **stumps**, the sheep have no safe spot to rest. The forest can not grow back if all the **trees** are cut down.

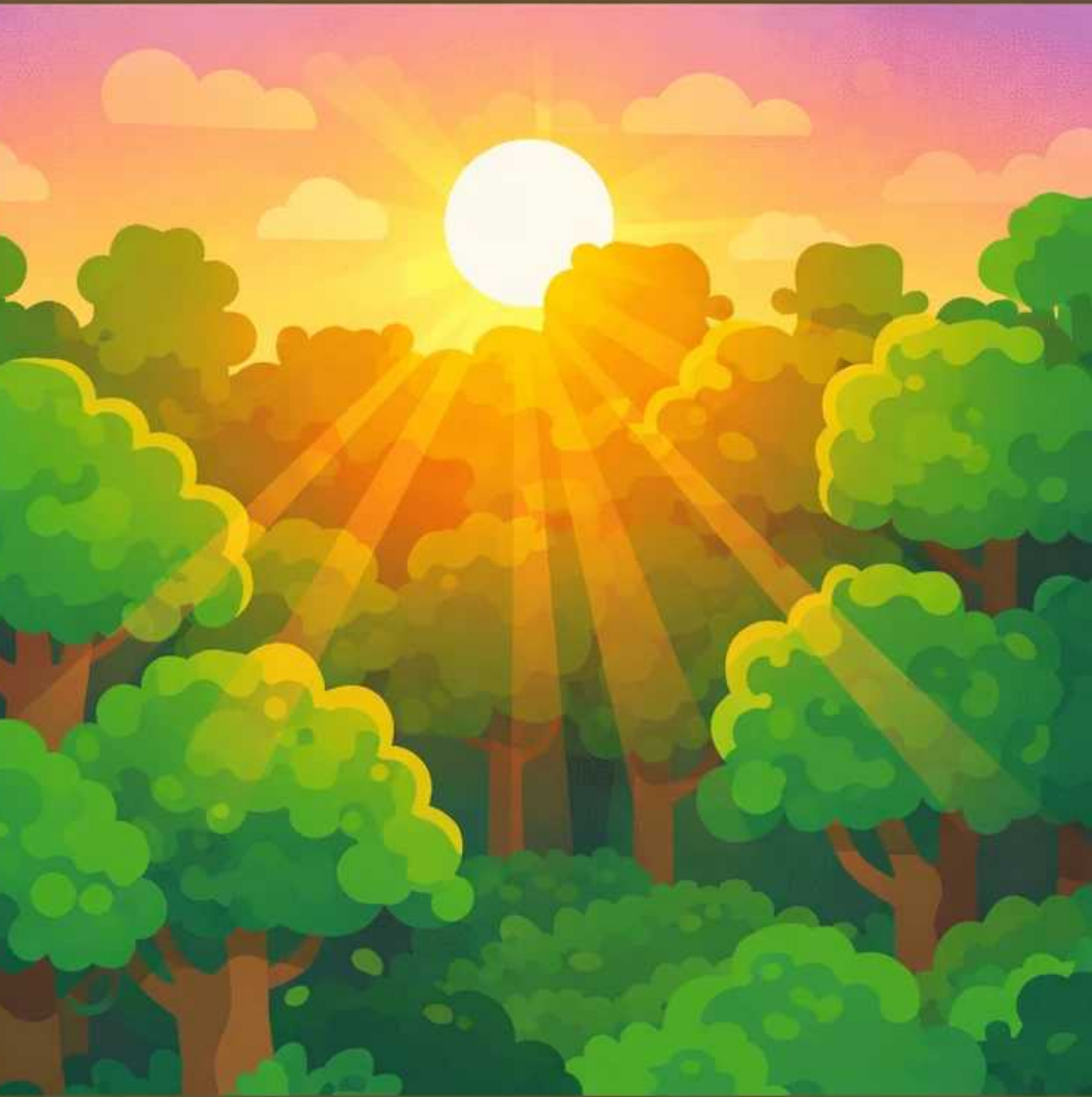




Forests are home to **thousands** of **birds**, **bugs**, and **plants**. When all the **trees** are cut, there is no food and no shelter left. A pig and a sheep stand still among the **stumps**, with no shade and no place to hide. Without the **trees**, all of the forest **stops** working. When too many **trees** are cut, it can wipe out all the **things** that live there.

But **forests** can grow back, if we help them. When a forest is cut down, people can plant new **trees** in the open ground. Small **sprouts** push up from the dirt and reach for the sky. Day by day, the **sprouts** grow tall. The **birds** come back. The forest **fills** with life again.





Forests take in bad **gases** and send back clean **ones** that help us breathe. Healthy **forests** help keep the planet well. Every sprout we set in the ground **helps**. In Minecraft or in the real world, planting **brings** life back. The forest **stretches** on, full of **roots** and **seeds** and buzzing **bees**.



The Trees Fight Back

Deep in the forest, tall trees stretch overhead, their branches almost touching, while dark shade keeps the ground cool below. A player needs wood to make tools, boats, and homes, but the woods hide sneaky mobs behind every trunk. Will the player gather what they need before something jumps out from the shadows? Created to align with the UFLI Foundations scope and sequence (Lesson 99: -s/-es), this book practices words like 'trees', 'branches', 'trunks', 'homes', 'stumps'.

Phonics Focus: -s/-es

axes, bees, birds, blocks, blooms, boats, branches, bridges, brings, bugs, ferns, fills, flowers, forests, gases, helps, homes, minutes, mobs, nests, ones, places, planks, plants, rains, roots, seeds, sprouts, stays, stops, stretches, stumps, things, thousands, tools, tops, trees, trunks, turns, walls, woods

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