20 Open-Ended Question for Educators Throughout The Experience

Exploration Phase

What surprised you most about how the truss bridge in Minecraft holds weight compared to what you expected?

Which bridge type do you think would fail first in a real earthquake, and why do you think that?

Screenshot & Analysis Phase

Looking at your labeled screenshot of the arch bridge, what one feature would you change if you were rebuilding it today—and why?

How does the Sydney Harbour Bridge's shape help it carry cars and trains at the same time?

Problem Response Phase

If Voidville's canyon were twice as wide, which bridge type would become impossible, and what new problem would that create?

What's one thing the old collapsed bridge might have lacked that your new design will fix?

Design & Build Phase

Your team just added banners to the cable-stayed bridge—how does that color choice tell a story about Voidville?

If you could only use three block types to build a suspension bridge, which would you pick and how would you make it strong?

Collaboration Phase

Tell me about a moment when your teammate's idea was better than yours—how did you combine both?

What's the riskiest part of your current design, and what backup plan do you have if it breaks?

Aesthetic Phase

How did you decide where to place lanterns or plants—does the placement serve a purpose beyond looking nice?

If a famous architect visited Voidville, what one detail in your bridge would you proudly show them first?

Testing & Iteration Phase

After your bridge sagged in the middle, what did that teach you about real-world engineering trade-offs?

What would happen to your bridge if a creeper exploded halfway across—how could you prevent total collapse?

Presentation Prep Phase

In 20 seconds, convince me your bridge is the only type that can save Voidville—go!
How does your bridge's appearance reflect the personality of the robot who "taught" you that design (Trusser, Archie, or Cables)?

Reflection Phase

If you could send a postcard from Voidville with a photo of your bridge, what caption would you write?

What's one skill you used while building that you could use to design a real playground or park?

Cross-Curricular Phase

How might a historian and an artist describe your bridge differently than an engineer?
Imagine Voidville 100 years from now—which part of your bridge do you think villagers will still be talking about, and why?