

Harry Potter Spells in Minecraft: A Tiered Lesson Plan

Grade Levels: 3rd-5th Grade

Duration: 45-60 minutes

Platform: Minecraft Education Edition (Bedrock)

Prerequisites: Basic Minecraft navigation, Creative Mode access, Cheats enabled

LEARNING OBJECTIVES

By the end of this lesson, students will be able to:

- Understand how command blocks work as "spell instructions"
- Create and activate simple spells using commands
- Apply spells to interact with the Harry Potter world
- Troubleshoot basic command errors

PART 1: OPENING (5 minutes)

Introduce the Concept

In the Harry Potter world, spells are real magic. In Minecraft, spells are instructions we give to the game using commands. Every spell has two parts: something that triggers it and what

happens when it triggers.

Show students one working spell in action. Example: A levitation spell that makes a player float.

Ask: "What do you think happened behind the scenes to make that work?"

PART 2: WHAT IS A COMMAND BLOCK?

(5 minutes)

A command block is a special block that stores and runs commands automatically. Think of it like a spell book that casts spells for you.

How to Get a Command Block:

1. Press T to open chat
2. Type: `/give @s command_block`
3. Press Enter
4. Place it in your world by selecting it and clicking where you want it

How Command Blocks Work:

- Impulse blocks run once when activated
- Repeat blocks run continuously
- Chain blocks run in sequence

For this lesson, we are using Impulse blocks.

Basic Command Structure:

Commands follow a pattern: `/command @target effect duration`

Example: `/effect @p levitation 3 1`

This means: Give the player levitation for 3 seconds at level 1.

PART 3: ALL STUDENTS - BASIC SPELLS (15 minutes)

SPELL 1: Wingardium Leviosa (Levitation Spell)

This spell makes you float upward.

Setup:

1. Place a command block in your world
2. Right-click the command block
3. Set the type to "Impulse" (runs once when activated)
4. In the command field, type: `/effect @s levitation 3 1`
5. Click "Done"
6. Right-click the command block to cast the spell

What happens: You will float upward for 3 seconds, then fall back down.

SPELL 2: Accio (Summoning Spell)

This spell brings items to you.

Setup:

1. Place another command block
2. Right-click it and set to "Impulse"
3. Type: `/tp @e[type=item,r=20] @s`
4. Click "Done"
5. Throw an item on the ground, stand near the command block, and click it

What happens: All items within 20 blocks of you will teleport to your location.

SPELL 3: Alohomora (Unlocking Spell)

This spell opens doors.

Setup:

1. Find or build an iron door in your Harry Potter world
2. Place a command block next to it
3. Right-click the command block and set to "Impulse"
4. Type: `/setblock [door coordinates] air`
(Replace [door coordinates] with the actual X Y Z position of the door)
5. Click "Done"
6. Right-click the command block

What happens: The door disappears (opens). You can create another command block to replace it with a door again.

PART 4: ADVANCED OPTIONS FOR 5TH GRADERS (15 minutes)

CHALLENGE 1: Create a Spell Chain

Instead of one command block, link multiple blocks together to create a more complex spell.

Setup:

1. Place three command blocks in a line
2. Set the first one to "Impulse" with: `/effect @s speed 5 1`
3. Set the second to "Chain" with: `/effect @s jump_boost 5 1`
4. Set the third to "Chain" with: `/particle happy_villager ~ ~ ~`
5. Right-click the first command block

What happens: You get speed boost, jump boost, and sparkle particles all at once, creating a magical transformation spell.

CHALLENGE 2: Spell with Detection (Advanced)

Create a spell that only works when you hold a specific item (your wand).

Setup:

1. Give yourself a stick: /give @s stick
2. Place a command block set to "Repeat" (runs constantly)
3. Type: /execute @a[hasitem={item=stick}] ~ ~ ~ effect @s speed 2 1
4. Click "Done"
5. Hold the stick and stand near the block

What happens: While you hold the stick, you move faster. Drop the stick and the effect stops. This is your wand detection system!

PART 5: STUDENT EXPLORATION (10 minutes)

For 3rd Graders:

- Practice activating the three basic spells multiple times
- Experiment with changing the numbers in the commands (Example: change "levitation 3" to "levitation 10" to float longer)
- Draw or describe what each spell does
- Share which spell was your favorite

For 5th Graders:

- Complete both Challenge activities
- Create your own spell by mixing effects from the basic spells
- Try to create a spell chain with four or more blocks
- Document your spell creation process to share with the class

PART 6: TROUBLESHOOTING GUIDE

Problem: Command block is red and says "Error"

Solution: Check your spelling. Commands are very precise. One letter wrong and they do not work.

Problem: Nothing happens when you click the command block

Solution: Make sure it is set to "Impulse" mode, not "Chain" or "Repeat."

Problem: The spell worked once but will not work again

Solution: If it is set to "Impulse," right-click it again to activate it a second time.

Problem: The Accio spell is not picking up items

Solution: Make sure you are standing within 20 blocks of the items. You can change the number 20 to a larger number to reach farther.

PART 7: WRAP-UP AND REFLECTION (5 minutes)

Discussion Questions:

- Which spell was easiest to create?
- What do you think we could change about a spell to make it different?
- How is casting a Minecraft spell like casting a real Harry Potter spell?
- What new spell would you want to create next?

Challenge for Next Time:

Think about other Harry Potter spells and what they do. How could we create them in Minecraft using command blocks?

SUGGESTED SPELLS TO TRY NEXT

Healing Charm: /effect @p regeneration 5 1

Invisibility: /effect @p invisibility 10 1

Water Spell (Aguamenti): /fill ~ ~ ~ ~5 ~ ~5 water

Speed Charm: /effect @p speed 5 2

Jump Boost: /effect @p jump_boost 5 2

Fire Resistance: /effect @p fire_resistance 10 1

EXTENSION IDEAS

- Create a "Spell Menu" area with multiple command blocks labeled by spell name
- Build a Diagon Alley spell shop where students can purchase different spells
- Challenge students to create spells that work together in sequence
- Document spells on signs with instructions for other players
- Create a spell dueling arena with competing spells
- Write spell instructions in a Book and Quill for classmates to follow

TEACHER NOTES

- Cheats must be enabled in world settings for commands to work
- Command blocks only work in Creative Mode
- Keep commands simple for 3rd graders; focus on single effect commands
- 5th graders can handle command combinations and conditional logic
- Encourage students to test and experiment; mistakes are learning opportunities
- Have students save their favorite spell setups by taking screenshots or noting coordinates
- If a command does not work, walk through it letter by letter with students as a debugging exercise

HELPFUL RESOURCES

- Microsoft Learn Command Blocks:
learn.microsoft.com/minecraft/creator/documents/commandblocks
- Minecraft Wiki Effects List: minecraft.wiki/w/Effect

- YouTube: Search "Harry Potter Spells Minecraft Education" for video tutorials

Lesson play created by Wes Fryer with help from Claude AI.

Archived conversation: <https://claude.ai/share/4868a698-4591-4f53-9b8b-8df7302e4575>

Wizarding Minecraft Build Camp curriculum:

<https://lessons.wesfryer.com/courses/summer-camps/summer-2026/wizarding-minecraft-build-camp>