

# Guide to farming in Minecraft

The first priority for survival in Minecraft is to find shelter and food. Instead of killing all the animals in the vicinity, a more reliable plan and method is to start farming.

Setting up a farm can take some time, but as it can feed both the player's animals and those of the neighbors, thus providing more livestock.



Although the process is quite simple, there are many small mechanisms used to successfully grow crops. Just like in real life, a lot of things have to be arranged in order for the player to get the most out of his farm and get the maximum yield. Once you've got yourself some water, lots of seeds, and basic hoe tools, you can start setting up your perfect farm with the following Minecraft farming guide.

## All types of plants can be grown

There are many types of plants that can be grown in Minecraft, but this article will focus only on the most important and versatile: wheat, potatoes, carrots and beets. Due to the importance of animal husbandry, wheat and carrots are the crops that the player should grow first to survive.

Here are all the plants that can be grown in the game and where they can be found, as well as how to grow them.



1. Wheat: cut grass to find seeds, plant on field land.
2. Carrots: found in villages and shipwrecks, grown on farmland.
3. Potatoes: found in villages and shipwrecks, grown on farmland.
4. Beetroot: found in the village, mineshaft chest and End City chest. Planted on agricultural land.



1. Pumpkins: found in mineshaft chests, in plains and forest biomes, plant on farmland with an empty block next to it to grow.
2. Melons: found in mine chests, forest biomes and savanna villages, planted on farmland with an empty block next to it to grow.
3. Sugarcane: found near water, most common in desert biomes, planted in sand right next to water.
4. Bamboo: found in jungle biomes or loot in shipwrecks, planted on any soil or grass.



1. Cocoa beans: found in jungle biomes, planted on any type of tree trunk.
2. Cactus: found in desert biomes and badlands, growing on all types of sand.
3. Mushrooms: found in forests, caves and the Nether. It must be planted in a dark area.
4. Berries: found in the taiga forest biome, grown on soil.



1. Kelp: found underwater, must be grown underwater.
2. Sea pickle: found underwater, must be planted on a block of coral.



1. Nether wart: found in the Nether fortress, some chests and Bastion structures, must be planted on soul sand.

2. Chorus Fruit: Found in the End, can be grown almost anywhere.
3. Nether Mushroom: found in the Nether, must be grown on nylium to grow.

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