

Chicken View article feedback

For other uses, see [Chicken \(disambiguation\)](#).

A **chicken** is a passive mob found in most grassy biomes, and the main source of raw chicken, feathers and eggs. They have three variants based on the temperature of the biome they spawn in.

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Adult



Baby



[Health points](#) 4 (

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[Mob type](#) Animal

[Hitbox size](#) In [Java Edition](#):

Adult:

Height: 0.7 blocks

Width: 0.4 blocks

Baby:

Height: 0.35 blocks

Width: 0.2 blocks

In [Bedrock Edition](#):

Adult:

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Spawning

Chickens spawn naturally in the Overworld in most grassy biomes except snowy plains, meadows, cherry groves, mangrove swamps, and pale gardens.

Each chicken has a 5% chance of spawning as a baby.

In Java Edition, chickens spawn in groups of 4 on grass blocks in any light level. Individual chickens rarely may spawn after world generation.

In Bedrock Edition, chickens spawn in groups of 2-4 on grass blocks in a light level of 7 and more. Individuals regularly spawn after world generation.

In Java Edition, chickens are more common in sparse jungles.

In Java Edition, chickens may be found in the Nether when a baby zombified piglin spawns as a chicken jockey. This can also happen with every other baby variant of the zombie.

Chicken spawns in: [\[hide\]](#)

Height: 0.8 blocks

Width: 0.6 blocks

Baby:

Height: 0.4 blocks

Width: 0.3 blocks

Speed

0.25

 **Overworld** – Grass blocks

with at least two blocks of space above in most biomes.

- Any 2 block high space at a light level of 0 in the Overworld, as a jockey.
[Java Edition only]

Spawn

A $\frac{1}{8}$ chance from a thrown egg.

 **The Nether** – (Any 2 block high space at a light level of 11 and below in the Nether, as a jockey)
[Java Edition only]

 Nether Wastes

 Crimson Forest

 Nether Fortress

Usable items

 Wheat Seeds

 Beetroot Seeds

 Melon Seeds

 Pumpkin Seeds

 Torchflower Seeds

 Pitcher Pod

 Lead

Category: Creature		Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size	
Sparse Jungle	20/58	34.48%	4	10	2–4	
Old Growth Birch Forest	10/40	25%	4	10	2–4	
Birch Forest	10/40	25%	4	10	2–4	
Dark Forest	10/40	25%	4	10	2–4	
Flower Forest	10/44	22.73%	4	10	2–4	
Windswept Gravelly Hills	10/45	22.22%	4	10	2–4	
Windswept Forest	10/45	22.22%	4	10	2–4	
Windswept Hills	10/45	22.22%	4	10	2–4	
Forest	10/45	22.22%	4	10	2–4	
Jungle	20/91	21.98%	4	10	2–4	
Sunflower Plains	10/46	21.74%	4	10	2–4	
Eroded Badlands	10/46	21.74%	4	10	2–4	
Plains	10/46	21.74%	4	10	2–4	
Badlands	10/46	21.74%	4	10	2–4	
Wooded Badlands	10/48	20.83%	4	10	2–4	
Swamp	10/50	20%	4	10	2–4	
Savanna	10/52	19.23%	4	10	4	
Windswept Savanna	10/52	19.23%	4	10	2–4	
Taiga	10/60	16.67%	4	10	2–4	
Old Growth Spruce Taiga	10/60	16.67%	4	10	2–4	
Old Growth Pine Taiga	10/60	16.67%	4	10	2–4	
Snowy Taiga	10/60	16.67%	4	10	2–4	
Savanna Plateau	10/68	14.71%	4	10	2–4	
Bamboo Jungle	20/170	11.76%	4	10	2–4	

Variants

"Chicken variant" redirects here. For the definition of chicken variants in data packs, see [Mob variant definitions § Chicken](#).

Chickens have 3 variants: temperate, cold, and warm. The variant is determined by the biome the chicken spawns in.

Natural spawning		
Temperate	Warm	Cold
<ul style="list-style-type: none"> ▪ Plains ▪ Sunflower Plains ▪ Forest ▪ Flower Forest ▪ Birch Forest ▪ Old Growth Birch Forest ▪ Dark Forest ▪ Swamp 	<ul style="list-style-type: none"> ▪ Savanna ▪ Savanna Plateau ▪ Windswep Savanna ▪ Jungle ▪ Sparse Jungle ▪ Bamboo Jungle ▪ Badlands ▪ Eroded Badlands ▪ Wooded Badlands 	<ul style="list-style-type: none"> ▪ Taiga ▪ Snowy Taiga ▪ Old Growth Pine Taiga ▪ Old Growth Spruce Taiga ▪ Windswep Hills ▪ Windswep Gravelly Hills ▪ Windswep Forest
Other <small>[variants 1]</small>		[show]

- When a chicken is spawned as part of a [chicken jockey](#), or summoned using a [spawn egg](#) or [commands](#). Unlisted biomes spawn temperate chickens.

If a chicken is spawned via [spawn egg](#), command or jockey in any biome not listed, a temperate chicken is spawned.

Chicken jockey

Java Edition

Main article: [Chicken Jockey](#)

All baby [zombie](#) variants and baby [zombified piglins](#) have a 5% chance to check for an existing chicken within a 10×6×10 box centered on the baby's spawn location and spawn riding one of those chickens if there are any. If it fails that 5% chance, there is an additional 5% chance of the baby zombie spawning mounted on a new adult chicken. If a jockey spawns riding a new chicken, the [variant](#) of the chicken depends on the biome it spawns in.

Because a baby zombie occurs from 5% of zombie spawns, the chicken jockey spawns consist of 0.2375% of all zombie spawns in a chicken-free environment; if chickens are present, the chance increases to 0.4875%. A chicken jockey can also be spawned by using the following command:

```
/summon minecraft:chicken ~ ~ ~ {IsChickenJockey:1b,Passengers:[{id:"minecraft:zombie",IsBaby:1b}]}
```

Chicken jockeys may spawn with items equipped. Baby zombified piglin versions of the chicken jockey always wield a [golden sword](#). Harming or killing the chicken does not cause the zombified piglin to attack.

Bedrock Edition

Baby zombie jockeys do not spawn riding chickens, but check for nearby adult chickens to mount prior to attacking a player, [wandering trader](#), [adult villager](#), [snow golem](#), or [iron golem](#).



Drops

Main article: [Tutorial:Egg farming § Chicken farming and cooking](#)

Adult chickens that were not part of chicken jockeys lay an egg every five to ten minutes.

Breeding

1–7 experience orbs upon a successful breeding.

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Raw Chicken[A]	1	100.00%	1.00	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50
 Cooked Chicken[B]	1	100.00%	1.00	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50
 Feather	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50

A. Only when *not* on fire and *not* killed with a weapon enchanted with Fire Aspect.

B. Only when on fire or killed with a weapon enchanted with Fire Aspect.

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average											
	Default			Looting I			Looting II			Looting III		
 Raw Chicken[A]	1	100.00%	1.00	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50
 Cooked Chicken[B]	1	100.00%	1.00	1–2	100.00%	1.50	1–3	100.00%	2.00	1–4	100.00%	2.50
 Feather	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

A. Only when *not* on fire.

B. Only when on fire.

1–3 experience orbs are dropped when a chicken is killed by a player or tamed wolf or 10 if it was part of a chicken jockey[JE only].

Killing a baby chicken yields no items or experience.

Behavior

A chicken normally wanders aimlessly when idle. Sometimes they remain in a small area, even if it's just a 1 block space. They follow players holding various seeds within a 6×4×6 cubic area. Baby chickens follow adult chickens.

Chickens avoid falling off cliffs (>3.5 blocks). They flap their wings when they are in midair and fall slowly, thus chickens are immune to fall damage.

Chickens can be attached to leads.

When harmed, chickens flee around for a few seconds.

Unlike other mobs, chickens attempt to jump up to climb stairs instead of climbing them normally.^[1]

Ocelots, untamed cats^[JE only], and foxes pursue and attack chickens. While chickens do flee when attacked, they otherwise make no attempt to avoid foxes.

While in a loaded chunk, an adult chicken lays an egg every five to ten minutes (6000–12000 ticks), unless it is, or was, a part of a chicken jockey. If the player is close enough to a chicken when it lays an egg, a pop sound is heard.

Chickens can stay underwater for 15 seconds or can swim, visibly flapping their wings and staying on the water surface. While swimming, a chicken needs only one block of air above its head.

Breeding

Main article: Breeding

Chickens follow players holding wheat seeds, beetroot seeds, melon seeds, pumpkin seeds, torchflower seeds, or pitcher pods but stop following when separated from the player by at least 10 blocks^[Java Edition only] / 16 blocks^[Bedrock Edition only]. Additionally, baby chickens follow adults.

A player can breed chickens by using seeds. After breeding, a baby chicken spawns and 1–7 experience is generated. The parents cannot be bred again for 5 minutes. The variant of the offspring is inherited from one of the parents and does not depend on the biome they are bred in.

Baby chickens take 24000 ticks (20 minutes) to grow up, but the growth time can be accelerated using seeds. Each use takes 10% off the remaining time to grow up. A baby chicken fed a seed once per second grows up in approximately 48 seconds using 47 seeds.

Baby chickens are smaller than a half-block and can unwillingly pass through openings smaller than a full block, but do not walk through half-block-tall spaces. A baby chicken riding a minecart cannot be hit because it is completely inside the minecart's hitbox.



Chickens following a player holding wheat seeds.



A baby chicken with its parents.

Eggs

See also: [Tutorial:Egg farming](#) § [Chicken farming and cooking](#)

Chickens are the only [Overworld](#) mob that can repopulate without breeding. Adult chickens lay eggs every 5-10 minutes and an egg thrown at the ground by a player or a [dispenser](#) has a $\frac{1}{8}$ chance of spawning a baby chicken. If a baby chicken spawns from a thrown egg, there is a further $\frac{1}{32}$ chance to spawn three extra baby chickens, or $\frac{1}{256}$ overall. It is theoretically possible for a stack of 16 eggs to yield 64 chickens if all spawn chances succeed for all eggs.

Different variants of chickens lay different types of eggs:

- 🐣 Temperate chickens lay [regular eggs](#)
- 🐣 Warm chickens lay [brown eggs](#)
- 🐣 Cold chickens lay [blue eggs](#)

If the player throws an [egg](#) at a [glass pane](#), the baby chicken can spawn on the far side of the pane.

Sounds

[Java Edition](#):

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Chicken clucks	Friendly Mobs	Randomly	entity.chicken.ambient	subtitles.entity.chicken.ambient	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Chicken dies	Friendly Mobs	When a chicken dies	entity.chicken.death	subtitles.entity.chicken.death	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Chicken hurts	Friendly Mobs	When a chicken is damaged	entity.chicken.hurt	subtitles.entity.chicken.hurt	1.0	0.8-1.2 (Baby: 1.3-1.7)	16	
	Chicken plops	Friendly Mobs	When a chicken lays an egg	entity.chicken.egg	subtitles.entity.chicken.egg	1.0	0.8-1.2	16	
	Footsteps	Friendly Mobs	While a chicken is walking	entity.chicken.step	subtitles.block.generic.footsteps	0.15	1.0	16	

[Bedrock Edition](#):

Sounds								[hide]
Sound	<u>Closed captions</u> <small>[upcoming: BE 26.0]</small>	Source	Description	Identifier	<u>Translation key</u> <small>[upcoming: BE 26.0]</small>	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.chicken.say	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a chicken dies	mob.chicken.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a chicken is damaged	mob.chicken.hurt	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a chicken lays an egg	mob.chicken.plop	?	1.0	0.8-1.2	
	?	Friendly Mobs	While a chicken is walking	mob.chicken.step	?	0.25	1.0	

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
Chicken	chicken	dismounts_underwater fall_damage_immune followable_friendly_mobs	entity.minecraft.chicken

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
Chicken	chicken	10	chicken mob	entity.chicken.name

Entity data

Chickens have entity data associated with them that contain various properties.

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

- **EggLayTime:** Number of ticks until the chicken lays its egg. Laying occurs at 0 and this timer gets reset to a new random value between 6000 and 12000.
- **IsChickenJockey:** 1 or 0 (true/false) - Whether or not the chicken is a jockey for a baby zombie. If true, the chicken can naturally despawn, drops 10 experience upon death instead of 1-3 and cannot lay eggs. Baby zombies can still control a ridden chicken even if this is set false.
- **variant:** The variant of the chicken.

Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

Chicken variants

Java Edition:

Main article: [Mob variant definitions § Chicken](#)

Chicken variants can be configured using [JSON](#) files within a [data pack](#) in the path `data/<namespace>/chicken_variant`.

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the <u>ender dragon</u> . <u>Mobs that drop no experience</u> are ignored for this advancement.
	The Parrots and the Bats	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.
	Two by Two	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: [show] A trader <u>llama</u> does not count as a <u>llama</u> , and a <u>mule</u> must be the result of breeding a <u>horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.

Advancements that apply to all mobs:

[\[show\]](#)

Videos

History

Java Edition

Java Edition Alpha			
[hide]			
<u>v1.0.14</u>		 Added chickens. Chickens fall more slowly than other mobs and have a flapping animation, but still take fall damage on landing.	
<u>v1.0.17</u>		Chickens are now immune to fall damage.	
Java Edition Beta			
[hide]			
<u>1.0</u>		Eggs are now throwable, with a chance to spawn a chicken on impact.	
<u>1.8</u>	Pre-release	Chickens now drop raw chicken, and if killed on fire it drops cooked chicken.	
		Chickens now run away when attacked.	
Java Edition			
[hide]			
<u>1.0.0</u>	<u>Beta 1.9 Prerelease 2</u>	Chickens can now be bred using wheat.	
	<u>Beta 1.9 Prerelease 3</u>	 Added baby chickens.	
	<u>RC1</u>	Thrown eggs can now hatch baby chickens.	
<u>1.2.1</u>	<u>12w04a</u>	Ocelots now attack chickens.	
	<u>12w07a</u>	Chickens now have new AI to avoid hazards.	
<u>1.4.2</u>	<u>12w36a</u>	Chickens now use wheat seeds, melon seeds, pumpkin seeds and Nether wart instead of wheat to breed.	
	<u>12w38a</u>	Added new step sounds for chickens.	
<u>1.6.1</u>	<u>13w16a</u>	Added leads, which can be used to leash chickens.	
<u>1.7.4</u>	<u>13w49a</u>	Added chicken jockeys — baby zombies spawned riding adult chickens.	
		Chickens can now spawn in the Nether, as zombie pigmen also have a jockey variation.	
<u>1.8</u>	<u>14w02a</u>	Baby chicken growth can now be accelerated using seeds.	
	<u>14w33c</u>	Baby chickens can now swim.	
	<u>14w34d</u>	Chickens can no longer be bred using melon seeds, pumpkin seeds or Nether wart.	
<u>1.9</u>	<u>15w31a</u>	Chickens can now be led and bred using melon seeds, pumpkin seeds, and beetroot seeds, in addition to regular seeds.	
	<u>15w43a</u>	Chickens can now drop several raw/cooked chicken, if killed with a Looting-enforced weapon.	
<u>1.10</u>	<u>16w20a</u>	Chickens no longer spawn in ice plains.	
<u>1.11</u>	<u>16w32a</u>	A texture has been added under the chicken's head, which changes the texture from  to  [2]	
<u>1.14</u>	<u>18w43a</u>	 The texture of chickens has been changed.	
	<u>19w07a</u>	Added foxes, which pursue and kill chickens.	
<u>1.15</u>	<u>19w37a</u>	5% of chickens now spawn as babies.	

1.19.4 Experiment Update 1.20	<u>pre1</u>	Chickens can now be fed using torchflower seeds. ^[3]
1.20	<u>15w31a</u>	Chickens can now be fed using pitcher pods.
	<u>25w02a</u>	Chickens can now spawn in <u>wooded badlands</u> . Technically, they are also allowed to spawn in <u>badlands</u> and <u>eroded badlands</u> , but cannot spawn there naturally as these biomes do not generate grass blocks.
1.21.5	<u>25w06a</u>	 Added cold and warm chickens. The original chicken variant is now considered temperate.

Bedrock Edition

Pocket Edition Alpha		
[hide]		
v0.3.0		Added chickens.
		Baby chickens have also been added, but they do not yet spawn naturally.
v0.6.0	Baby chickens now spawn naturally.	
v0.7.0	Chickens now lay eggs and have a 1 in 8 chance to spawn a baby chicken and a 1 in 254 chance for an egg to hatch 4 chickens.	
v0.8.0	build 1	Baby chickens can now be spawned by throwing eggs.
	build 4	Chickens now follow players holding wheat seeds, but cannot be fed yet.
	build 4	Chickens can be fed wheat seeds, pumpkin seeds, melon seeds, or beetroot seeds to enter love mode and breed.
v0.9.0	build 1	Chickens now spawn in small groups.
v0.9.2		The health of chickens has been reduced from 8 (♥♥♥♥) to 4 (♥♥).
v0.10.0	build 4	Chickens no longer have a black texture on their chin due to the texture being missing, which changes the appearance from  to  .
v0.11.0	build 1	Added chicken jockeys — baby zombies or baby zombie pigmen spawn riding chickens.
v0.12.1	build 1	Added ocelots, which attack chickens.
	build 1	Chickens can now drop several raw/cooked chicken, if killed with a Looting-enchanted weapon.
v0.14.0	build 1	Baby zombie jockeys no longer spawn riding chickens, but check for nearby adult chickens to mount prior to attacking a player, villager, snow golem, or iron golem.
v0.15.0	build 1	Baby husks can now mount adult chickens.
Bedrock Edition		
[hide]		
1.10.0	beta 1.10.0.3	 The texture of chickens has been changed.
1.13.0	beta 1.13.0.1	Added foxes, which attack chickens.
1.18.30	Preview 1.18.20.28	Chickens no longer spawn in snowy taigas.
	Release	Reverted the chicken spawning change made in Preview 1.18.20.28.
1.21.70 Experiment Drop 1 2025	Preview 1.21.70.22	 Added cold and warm chickens.
1.21.70	Preview 1.21.70.23	All features behind the "Drop 1 2025" experimental toggle are fully implemented.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1						Patch 1	 Added chickens.
TU5			1.00				Chickens now run away when attacked.
TU7	CU1		1.00	1.00			 Added baby chickens.
TU14			1.04				Chickens can now be bred using seeds or Nether wart. Using a chicken spawn egg, baby chickens can now be spawned by using  on a chicken.
						1.0.1	Added chicken jockeys — baby zombies spawned riding adult chickens.
TU31	CU19	1.22	1.22	1.22	Patch 3		Chickens can now spawn in the Nether, as zombie pigmen also have a jockey variation.
							Baby chicken growth can now be accelerated using seeds.
TU43	CU33	1.36	1.36	1.36	Patch 13		Chickens can no longer be bred using melon seeds, pumpkin seeds or Nether wart. <i>[is this the correct version?]</i>
?	CU44	?	?	?	?	1.0.4	A texture has been added under the chicken's head, which changes the appearance from  to  <i>[more information needed]</i>

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	 	Added chickens.



An automatic chicken farm.

Data history

Java Edition			[hide]
1.11	16w32a	The entity ID has been changed from Chicken to chicken.	
1.13	17w47a	Numeric IDs for entities were presumably deprecated in this version. [more information needed]	
1.21.5	25w06a	Added the variant data to the chicken.	

Issues

Issues relating to "Chicken" are maintained on the [bug tracker](#). Issues should be reported and viewed there (

Trivia

- When a chicken is killed off a ledge, the corpse also falls more slowly than normal and the wings continue flapping.
- Chickens can "hide" within [hoppers](#) due to their small size, which protects them from dangers like [lava](#) on top of the hopper.
- A few weeks before the end of Java Edition Beta, [Notch](#) tweeted that he changed the chickens to ducks,^[4] causing a turmoil on Twitter. A few days later, [Jeb](#), still getting feedback on the idea, stated that it was just a joke.^[5] But later on, Mojang rejected the idea of adding ducks to *Minecraft* instead they got added into *Minecraft Dungeons* only.^[6]
 - The changelog for [Pocket Edition v0.3.0 alpha](#) referred to chickens as ducks.^[7]
 - Notch later referred to chickens in a [blog post](#) as "the Chicken/duck/whatevers".^[8]
 - During [Minecraft: Story Mode](#), [Petra](#) at one point questions whether [chickens](#) are ducks.
 - In [Minecraft: The Island](#), [Guy](#) refers to chickens as "chick-ducks."
 - In [A Minecraft Movie](#), chickens are designed with webbed feet closer to a duck.

Gallery



This section would benefit from the addition of more images.

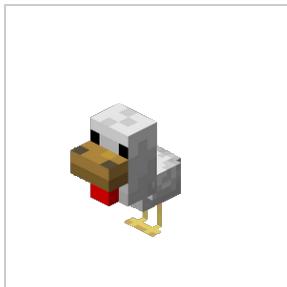
Please remove this notice once you have added suitable images to the article.

The specific instructions are: *Animated versions of new chicken variants.*

Renders



Animation of a temperate chicken floating, flying, or sitting.

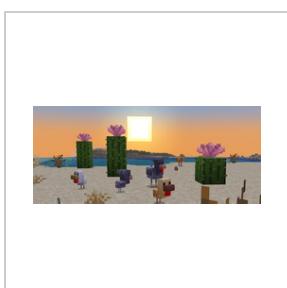


Animation of a temperate baby chicken floating, flying, or sitting.

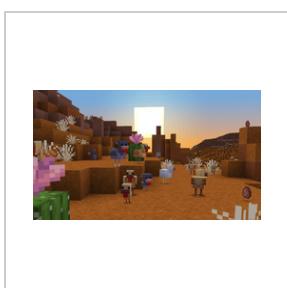
Mojang screenshots



A chicken enjoying the sunset.



Chicken variants in a desert.



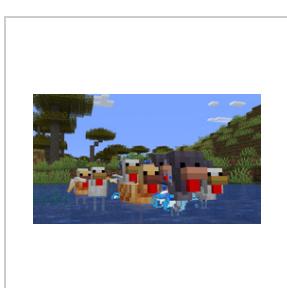
Chickens in the sunset.



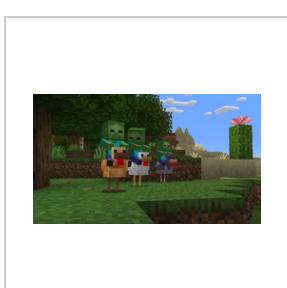
A cold chicken lays an egg.



Warm chickens on a grassy ledge.



A bunch of chickens in water.



Baby zombies riding chicken variants.



Chicken variants with their eggs.

Screenshots



A chicken looking at the player.



A dying chicken and its item drops when killed.



A chicken next to an egg.



A chicken riding a minecart.



A chicken compared to a tiny slime.



A chicken on fire.



A chicken swimming.



A group of chickens following a player.



A chicken being attacked by an ocelot.



A chicken flapping its wings while falling from a high place.

Textures



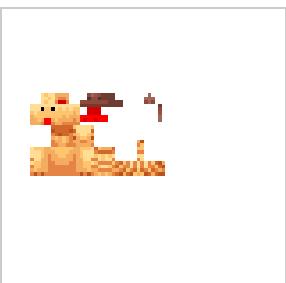
Chicken texture file.



Programmer Art



Cold Chicken texture file.

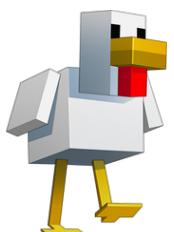


Warm Chicken texture file.

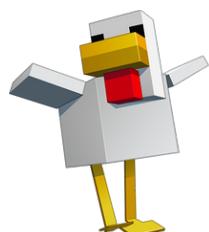
In other media



Artwork of a chicken.



An artwork of a chicken by Mojang.



Ditto.



A chicken in promotional artwork for the [Horse Update](#).



A chicken in promotional artwork for the first [Caves & Cliffs](#) update.



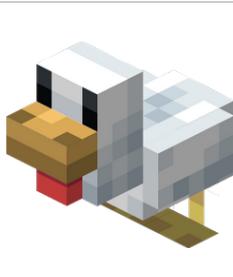
Efe clutching a chicken in an [ancient city](#).



Sunny discarding an egg in front of a chicken.



A chicken startling Sunny and Efe.



The Secret Chicken, featured in the [Trails & Tales](#) Event.



[City texture pack](#)



[Greek Mythology](#) mash-up pack



[Halloween mash-up pack](#)



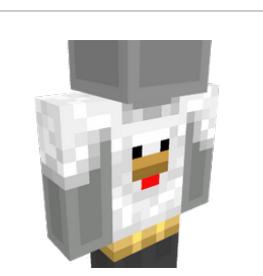
[Chicken Body](#), sold as part of the [Community Celebration](#) event.



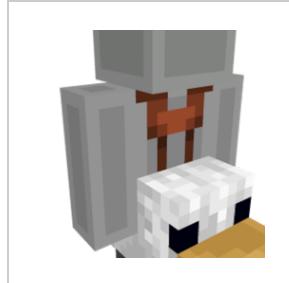
[Chicken Hat](#), also sold as part of the [Community Celebration](#) event.



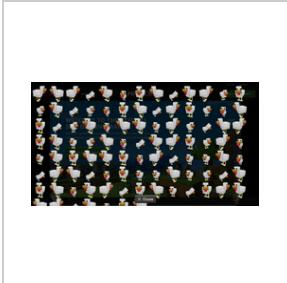
[Chicken in a Suit](#), a skin featured in the [Battle & Beasts](#) skin pack.



[Chicken Tee](#)



Zombie Jockey Harness

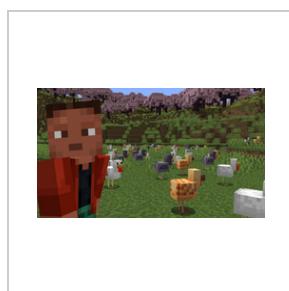


Chickens covering the [Minecraft website](#) during April Fools 2023.



A chicken and baby chicken as they appear in [Last Block Standing!](#)

Social media



Noor among chicken variants.



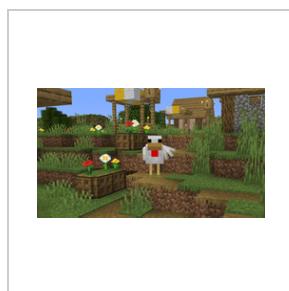
A giant chicken being ward off, parodying a scene from [Jurassic Park](#).^[9]



Chicken but with pants on.



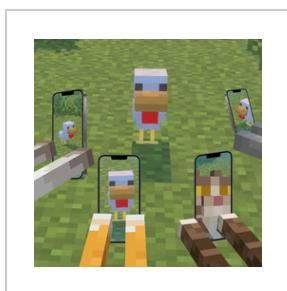
A demotivational poster of a chicken with sunglasses.



A chicken waving hello.



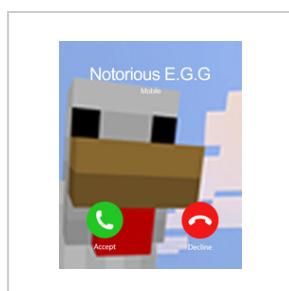
Cold animal variants in real life snow.



Cats taking photos of a chicken



Chickens in a real life farm



Merchandise



LEGO Minecraft chicken.



Flower Chicken, an official T-Shirt design.



Jolly Mobs Chicken, an official T-Shirt design.



Wavy Chicken, an official T-Shirt design.



Acid Duck, an official T-Shirt design. Note the inverted feet.



Evolution of the Chicken, a design featured on an official water bottle.



Blue Chicken Family, an official tote bag.



Chicken figure of Flippin' Figs

Notes

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1. [MC-95818](#)
2. [MC-2153](#)
3. [MC-260035](#) — resolved as "Fixed".
4. "Also, the chicken is now a duck." (<https://twitter.com/notch/status/129820154359062528>) – @notch (<https://twitter.com/notch>) (Markus Persson) on X (formerly Twitter), October 28, 2011
5. "@NationalStupid1 It was a joke" (https://twitter.com/jeb_/status/131712942122086400) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), November 2, 2011
6. "Previously Considered Suggestions" (<https://feedback.minecraft.net/hc/en-us/articles/360005029872-Previously-Considered-Suggestions>) – feedback.minecraft.net, May 7, 2020.
7. "Minecraft – Pocket Edition Now with Crafting!" (<http://www.mojang.com/2012/04/minecraft-pocket-edition-now-with-crafting>) (Archive (<https://web.archive.org/web/20120426225033/http://www.mojang.com/2012/04/minecraft-pocket-edition-now-with-crafting>)) by Daniel Kaplan – Mojang.com, April 24, 2012.
8. "Gender in Minecraft" (<https://web.archive.org/web/0/https://notch.tumblr.com/post/28188312756>) – Notch, July 28, 2012, Tumblr
9. "The T. rex Escapes the Paddock in 4K HDR | Jurassic Park" (https://youtube.com/watch?v=Rc_i5

TKdmhs) – Jurassic World on YouTube, May 1, 2021

External links

- [Chicken article on Wikipedia](#)
- "A Working Chicken Coop" (<https://www.minecraft.net/en-us/article/a-working-chicken-coop>) by Kate Gray – [Minecraft.net](#), August 2, 2022.
- "Mob Menagerie: Chicken" (<https://www.minecraft.net/en-us/article/chicken>) by Duncan Geere – [Minecraft.net](#), December 13, 2024.

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