

# Crafting Table

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This article is about the block for manual crafting. For the block for automatic crafting, see [Crafter](#). For other blocks that can be used to combine items, see [Workstation](#). For other uses, see [Table](#).

A **crafting table** is a utility [block](#) that gives access to all [crafting](#) recipes, including many not available from the [inventory](#)'s crafting grid.

## Contents

### Obtaining

[Breaking](#)

[Natural generation](#)

[Crafting](#)

### Usage

[Placement](#)

[Crafting](#)

[Fuel](#)

[Repairing](#)

[Note blocks](#)

[Crafting ingredient](#)

### Sounds

### Data values

[ID](#)

### Achievements

### Advancements

### Videos

### History

[Java Edition](#)

[Bedrock Edition](#)

[Legacy Console Edition](#)

[New Nintendo 3DS Edition](#)

[Data history](#)

### Issues

### Trivia

### Gallery

Crafting Table	
	
<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resistance</b>	2.5
<b>Hardness</b>	2.5
<b>Luminous</b>	No
<b>Transparent</b>	No
<b>Flammable</b>	No
<b>Catches fire from lava</b>	Yes
<b>Map color (JE)</b>	<input type="checkbox"/> 13 WOOD

[Screenshots](#)[In other media](#)

## See also

## External links

## Navigation

# Obtaining

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## Breaking

Crafting tables can be mined by hand or with any tool, but axes are the quickest.

Block	 Crafting Table
Hardness	2.5
Tool	
<b>Breaking time (sec)<sup>[A]</sup></b>	
Default	3.75
 Wooden	1.9
 Stone	0.95
 Copper	0.75
 Iron	0.65
 Diamond	0.5
 Netherite	0.45
 Golden	0.35

## Legend

-  incorrect tool, drops nothing
-  correct tool, drops nothing or something other than the block itself
-  correct tool, drops the block itself
- *italicized* can be instant mined

1. These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

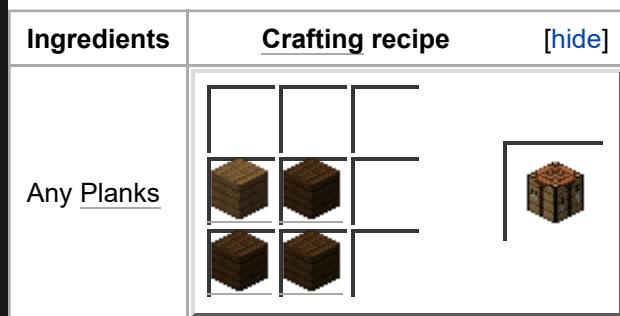
## Natural generation

Crafting tables naturally generate in the following structures:

- Swamp huts

- [Igloos](#)
- [Trail ruins](#)
- [Tents outside pillager outposts](#)
- [Trial chambers](#) (a hidden chamber inside of the "Intersection 2" room)
- Some small [village houses](#)
  - Only in [savanna](#), [desert](#), [taiga](#), and [plains](#)<sup>[BE only]</sup> villages.

## Crafting



## Usage

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### Placement

Regardless of the player's position during placement, the different textures of the block are always facing in the same position (the textures with the saws are facing west and north, while the one with the [crafting grid](#) is facing up).

### Crafting

*Main article: [Crafting](#)*

Pressing [use](#) on a crafting table opens the 3×3 [crafting grid](#) that allows the player to craft many more items than are available with the crafting grid in the [inventory](#), which is only 2×2.

The [recipe book](#) is available to the left of the crafting grid (collapsed by default in [Java Edition](#), expanded by default in [Bedrock Edition](#)), which stores [crafting recipes](#) for reference and one-click crafting.

### Fuel

Crafting tables can be used as a [fuel](#) in [furnaces](#), smelting 1.5 items per crafting table.

### Repairing

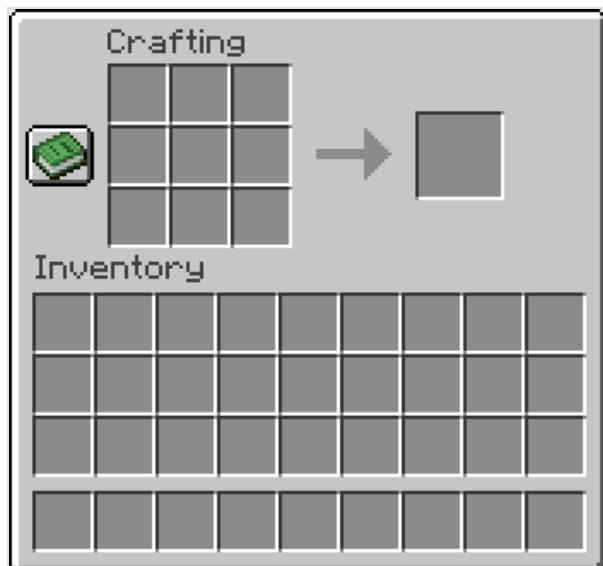
*Main article: [item repair](#)*

A crafting table can be used to repair damaged [tools](#), [weapons](#), and [armor](#). When two damaged

Items of the same material are combined side-by-side in the crafting grid they produce a new item with the sum of the durabilities plus a 5% bonus, with a maximum total of 100% durability for that item. Using this method does not require any experience, but removes any enchantments (like a grindstone) on either or both items except curse enchantments. The only way to retain enchantments is to repair damaged items on an anvil.

## Note blocks

Crafting tables can be placed under note blocks to produce "bass" sounds.



The GUI of the crafting table.

## Crafting ingredient

Name	Ingredients	Crafting recipe	[hide]
Crafter	Iron Ingot + Crafting Table + Redstone Dust + Dropper		



## Sounds

*Java Edition:*

 wood sound type								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block .wood .break	subtitles .block .generic .break	1.0	0.8	16
	Block placed		When the block is placed	block .wood .place	subtitles .block .generic .place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block .wood .hit	subtitles .block .generic .hit	0.25	0.5	16
	Something falls on a block	<i>Entity-Dependent</i>	Falling on the block with fall damage	block .wood .fall	subtitles .block .generic .fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block .wood .step	subtitles .block .generic .footsteps	0.15	1.0	16

*Bedrock Edition:*

 wood sound type <span style="float: right;">[hide]</span>							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig.wood	subtitles.block.generic.break	1.0	0.8-1.0
	Block broken	Blocks	When the block is placed	dig.wood	subtitles.block.generic.break	1.0	0.8
	Block breaking	Blocks	While the block is in the process of being broken	hit.wood	subtitles.block.generic.hit	0.23	0.5
	Footsteps	Players	Falling on the block with fall damage	fall.wood	subtitles.block.generic.footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step.wood	subtitles.block.generic.footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump.wood	subtitles.block.generic.footsteps	0.12	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land.wood	subtitles.block.generic.footsteps	0.18	1.0

## Data values

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### ID

*Java Edition:*

Name	Identifier	Form	Translation key <span style="float: right;">[hide]</span>
 Crafting Table	crafting_table	Block & Item	block.minecraft.crafting_table

*Bedrock Edition:*

Name	Identifier	Numeric ID	Form	Item ID <span style="float: right;">[i 1]</span>	Translation key <span style="float: right;">[hide]</span>
 Crafting Table	crafting_table	58	Block & Giveable Item <span style="float: right;">[i 2]</span>	Identical <span style="float: right;">[i 3]</span>	tile.crafting_table.name

1. ID of block's direct item form, which is used in savegame files and addons.
2. Available with `/give` command.
3. The block's direct item form has the same ID as the block.

## Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Benchmarking	Craft a <u>workbench</u> with four blocks of wooden planks.	Pick up a <u>crafting table</u> from the inventory's crafting field output or a crafting table output.	10	Bronze

## Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Minecraft	The heart and story of the game	Have a <u>crafting table</u> in the inventory.

## Videos


## History

### Java Edition

Java Edition Indev			[hide]
		 Added workbenches.	
	<u>20100129-2332</u>	 Currently model uses front texture on north and south faces, and side texture on west and east faces.	
<u>0.31</u>		 The model uses the <u>wood</u> top texture on the bottom face.	
			With the addition of workbenches, the 3x3 crafting grid can no longer be accessed using  .
		 Changed model to use side texture on north and west faces,  and front texture on south and east faces.	
	<u>20100131-2156</u>	 Model now uses the wooden planks texture on the bottom face.	
		 Item still uses old model but with wooden planks texture on the bottom face.	
Java Edition Beta			[hide]
	<u>1.2</u>	"Workbench" has been renamed to "Crafting Table".	
<u>1.6</u>	<u>Test Build 3</u>	 + clicking the output slot in the crafting table now crafts as many of the product as possible.	
	<u>1.6.5</u>	 + clicking the crafting output only performs a single crafting action, instead of the maximum amount.	
<u>1.8</u>	<u>Pre-release</u>	Crafting tables now naturally occur in <u>villages</u> .	
	<u>Pre-release 2 ;)</u>	 + clicking now crafts the maximum amount possible again, reverting to the Beta 1.6 behavior.	
Java Edition			[hide]
<u>1.0.0</u>	<u>Beta 1.9 Prerelease 6</u>	Crafting tables can now be mined faster with an <u>axe</u> than with hand.	
<u>1.2.4</u>	<u>release</u>	<u>Spruce planks</u> , <u>birch planks</u> , and <u>jungle planks</u> can now be used to craft crafting tables.	
<u>1.4.2</u>	<u>12w40a</u>	A crafting table now generates inside <u>witch huts</u> .	
<u>1.7.2</u>	<u>1.7.1</u>	<u>Acacia planks</u> and <u>dark oak planks</u> can now be used to craft crafting tables.	
<u>1.9</u>	<u>15w43a</u>	A crafting table generates inside <u>igloos</u> .	
<u>1.12</u>	<u>17w13a</u>	A tab for learned recipes is now usable in the crafting table GUI. The <u>player</u> is now able to automatically fill in the desired recipe into the crafting table by clicking on the <u>item</u> .	
		The achievement for crafting a crafting table was removed and was not included with the new <u>advancements</u> system.	

		Closing the crafting interface now returns the <u>items</u> from the crafting grid to the <u>inventory</u> , if space allows.
	<u>July 22, 2017 (<a href="https://twitter.com/JasperBoerstra/status/888484852525404162">https://twitter.com/JasperBoerstra/status/888484852525404162</a>)</u>	 Jasper Boerstra tweets an image of new crafting table, wood planks and <u>wood textures</u> .
<u>1.14</u>	<u>18w43a</u>	 The texture of crafting tables has been changed.
	<u>18w44a</u>	 Banner dyeing has been moved to the <u>loom</u> ; banners can no longer be dyed in crafting tables.
	<u>18w47a</u>	 The texture of crafting tables has been changed, once again.
<u>1.14.1</u>	<u>pre1</u>	 Crafting tables can now be found in <u>pillager outposts</u> .
<u>1.15</u>	<u>19w34a</u>	When the GUI is opened,  +clicking an item or a stack in the <u>inventory</u> now transfers it directly to the 3×3 crafting grid.
<u>1.16</u>	<u>20w06a</u>	<u>Crimson planks</u> and <u>warped planks</u> can now be used to craft crafting tables.
<u>1.19</u>	<u>22w11a</u>	<u>Mangrove planks</u> can now be used to craft crafting tables.
<u>1.19.3 Experiment Update 1.20</u>	<u>22w42a</u>	<u>Bamboo planks</u> can now be used to craft crafting tables.
<u>1.19.4 Experiment Update 1.20</u>	<u>23w07a</u>	The crafting table recipe is unlocked immediately on creating a new world.
<u>1.19.4 Experiment Update 1.20</u>	<u>23w07a</u>	<u>Cherry planks</u> can now be used to craft crafting tables.
<u>1.20</u>	<u>23w16a</u>	The game's application icon has been changed from crafting table to grass block (for releases) or <u>dirt</u> (for snapshots).
<u>1.20.3 Experiment Update 1.21</u>	<u>23w42a</u>	Crafting tables can now be used to craft <u>crafters</u> .
	<u>23w45a</u>	Crafting tables can now generate in <u>trial chambers</u> .
<u>1.21.2 Experiment Winter Drop</u>	<u>24w40a</u>	<u>Pale oak planks</u> can now be used to craft crafting tables.

## Bedrock Edition

<b>Pocket Edition Alpha</b>			<a href="#">[hide]</a>
<b>v0.3.0</b>		 Added crafting tables.	
<b>v0.6.0</b>			Stone blocks (minus furnaces and the stonecutter) are now made with the stonecutter and they have been removed from the crafting table's list.
<b>v0.9.0</b>	<b>build 1</b>	Crafting tables now naturally spawn in <u>villages</u> .	
		The crafting menu of crafting tables now has a new, organized layout, with crafting descriptions no longer being displayed in it.	
<b>v0.13.0</b>	<b>build 1</b>	Stone items that were previously <u>crafted</u> using the <u>stonecutter</u> are now made with the crafting table.	
<b>v0.14.0</b>	<b>build 1</b>	A crafting table now generates in <u>witch huts</u> .	
<b>Pocket Edition</b>			<a href="#">[hide]</a>
<b>1.0.0</b>	<b>alpha 0.17.0.1</b>	A crafting table now generates inside <u>igloos</u> .	
<b>Bedrock Edition</b>			<a href="#">[hide]</a>
<b>1.2.0</b>	<b>?</b>	A tab for learned recipes is now usable in the crafting table GUI. The <u>player</u> is now able to automatically fill in the desired recipe into the crafting table by clicking on the item.	
		Closing the crafting interface now returns the items from the crafting grid to the <u>inventory</u> , if space allows.	
<b>1.9.0</b>	<b>beta 1.9.0.2</b>	Crafting tables can now be used to craft <u>smithing tables</u> and <u>fletching tables</u> .	
<b>1.10.0</b>	<b>beta 1.10.0.3</b>	 The texture of crafting tables has been changed.	
		Crafting tables now generate in <u>pillager outposts</u> and several new houses in <u>villages</u> .	
		Crafting tables are now used to craft <u>cartography tables</u> .	
<b>1.11.0</b>	<b>beta 1.11.0.1</b>	A crafting table is no longer required to <u>craft</u> a cartography table.	
	<b>beta 1.11.0.7</b>	A crafting table is no longer required to craft a <u>fletching table</u> and <u>smithing table</u> .	
<b>1.17.10</b>	<b>beta 1.17.10.20</b>	 The texture of crafting tables has been changed to match <u>Java Edition</u> .	
<b>1.20.50</b> Experiment Update 1.21	<b>Preview 1.20.50.21</b>	Crafting tables can now be used to craft <u>crafters</u> .	

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU1	CU1	1.00	1.00	1.00	Patch 1	1.0.1	 Added crafting tables.
TU19	CU7	1.12	1.12	1.12			A crafting table now generates inside <u>witch huts</u> .
TU43	CU33	1.36	1.36	1.36	Patch 13		A crafting table generates inside <u>igloos</u> .
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Closing the crafting interface now returns the <u>items</u> from the crafting grid to the <u>inventory</u> , if space allows instead of dropping the items on the ground.
		1.90					 The texture of crafting tables has been changed.
		1.91					Crafting tables now generate in <u>pillager outposts</u> and several new houses in <u>villages</u> .

## New Nintendo 3DS Edition

### New Nintendo 3DS Edition [hide]

0.1.0  Added crafting tables.

## Data history

### Java Edition [hide]

1.13 17w47a Prior to The Flattening, this block's numeral ID was 58.

## Issues

Issues relating to "Crafting Table" are maintained on the bug tracker. Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCP%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Crafting%20Table%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

- From version 1.6.1 through version 1.19.4, the application icon for Java Edition was a crafting table. As of version 1.20, the icon for Java Edition is now a grass block (for releases), or a dirt block (for snapshots).
- The original inventory screen before January 29, 2010 was the crafting table interface. There were no armor slots, no off-hand slot, no recipe book, nor viewport of the player's skin.

- The texture of the crafting table visually features a hammer, saw, and pliers. None of these tools are currently implemented in the game.

## Gallery

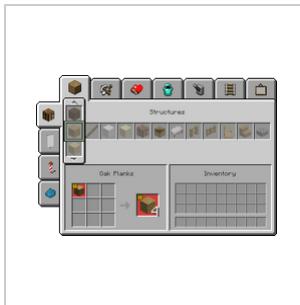
### Screenshots



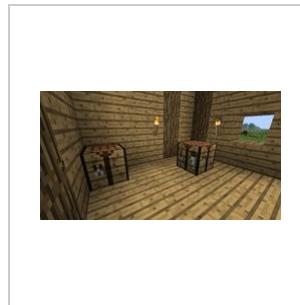
The crafting table GUI in *Bedrock Edition*, using the MATTIS system, used until *Bedrock Edition* beta 1.2.0.2.



The former Minecraft *Pocket Edition* MATTIS crafting system, used until 0.9.0.



*Legacy Console Edition*'s crafting interface.

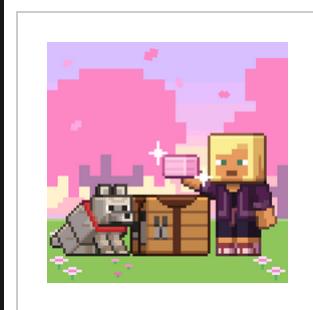


Crafting tables in a wooden room.



Unreleased Texture Update crafting tables.

### In other media



Pixel art of Kai crafting [cherry planks](#).



A crafting table on [Minecraft: Story Mode](#).



Concept art for the crafting table in [A Minecraft Movie](#).



Garrett using a crafting table in [A Minecraft Movie](#)

## See also

- [Crafter](#)
- [Furnace](#)
- [Stonecutter](#)
- [Fletching Table](#)
- [Smithing Table](#)
- [Cartography Table](#)

## External links

- [Block of the Week: Crafting Table](#) (<https://www.minecraft.net/en-us/article/block-week-crafting-table>) – Minecraft.net on February 2, 2018

## Navigation

	<b>Blocks</b>	<a href="#">[hide]</a>
	<b>Structural</b>	<a href="#">[show]</a>
	<b>Ornamental</b>	<a href="#">[show]</a>
	<b>Natural</b>	<a href="#">[show]</a>
	<b>Utility</b>	<a href="#">[hide]</a>

### Interactable

Anvil ( Chipped) Barrel Beacon  
 Brewing Stand Cartography Table Chest ( Ender) Copper

### Utilizable

Crafting Table Enchanting Table Furnace ( Blast) Smoker  
 Grindstone Lectern Loom Shulker Box ( Dyed) Sign  
 Hanging Smithing Table Stonecutter  
 Banners ( Ominous) Beehive Beds Bell Bookshelf  
 Cake ( with Candle) Campfire ( Soul) Cauldron  
 Chiseled Bookshelf Composter Conduit  
 Copper Golem Statue Decorated Pot End Gateway  
 End Portal End Portal Frame Farmland Fletching Table  
 Flower Pot Frosted Ice Heads ( Skeleton) Wither Skeleton

<b>Redstone/ Mechanical</b>	Zombie Creeper Piglin Dragon) Heavy Core Jukebox Ladder Lodestone Monster Spawner Nether Portal Respawn Anchor Scaffolding Shelf Sponge (Wet) Suspicious Gravel Suspicious Sand TNT Trial Spawner (Ominous) Vault (Ominous) Buttons (Wooden Stone Polished Blackstone) Copper Bulb Crafter Daylight Detector Dispenser Dropper Doors (Copper Iron Wooden) Honey Block Hopper Lever Lightning Rod Note Block Observer Piston (Sticky) Pressure Plates (Wooden Stone Polished Blackstone Heavy Weighted Light Weighted) Rail (Activator Detector Powered) Redstone Lamp Redstone Wire (Comparator Repeater Torch) Slime Block Target Trapped Chest Trapdoors (Copper Iron Wooden) Fence Gates Tripwire Hook (Tripwire) Allow Border Chalkboard Compound Creator Deny Element Constructor Heat Block Item Frame (Glow) Lab Table Material Reducer Underwater TNT Underwater Torch
<b>BE &amp; edu only</b>	<b>Creative or commands only</b> [show] <b>Removed</b> [show] <b>Unused</b> [show] <b>Unimplemented</b> [show] <b>Joke</b> [show] <b>Extreme metadata variants</b> [show]

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