

Y5 COMPUTING – 5 GAME CREATOR

QUESTION: WHAT ARE THE FEATURES OF A GOOD VIDEO GAME?



Design & Development Effective Use of Tools Programming

WEEKS OF TEACHING	LINE OF ENQUIRY	THRESHOLD CONCEPT	SUBSTANTIVE KNOWLEDGE	DISCIPLINARY KNOWLEDGE	CURRICULUM ENDPOINT
1	Introduction to Video Gaming	Communicate	- Game genre means a category describing the style and gameplay of a game. - A 2D game is a flat game where characters move side to side or up and down on the screen. - A 3D game is a game that looks more real, where characters can move around in all directions.	Choose the most suitable applications and devices for the purposes of communication.	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
2	Planning a Game	- Code (sound) - Communicate	Game design means planning how a game looks, works, and feels before making it real. [Encourage children to add sound and music to their games by using Audacity to create and upload their own media. This could be a separate lesson(s).]	- Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. - Choose the most suitable applications and devices for the purposes of communication.	
3	Customising Sprites	- Connect - Communicate	- A sprite is a 2D image that represents something on screen like a baddie or a collectable. - Sprite animation means how the sprite moves or changes in appearance. - Playability means how fun and enjoyable a game is to play and enjoy. [Encourage children to source and edit their own sprites from the internet by using Paint.net to produce their own transparent PDF images. This could be a separate	- Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder. - Choose the most suitable applications and devices for the purposes of communication. - Use many of the advanced features in order to create high	

			lesson(s). This should include a discussion about copyright.]	quality, professional or efficient communications.	
<u>4</u>	Game Environment	• Communicate	• The game environment means everything around the player in a game, like walls, floors, objects, and backgrounds.	• Choose the most suitable applications and devices for the purposes of communication. • Use many of the advanced features in order to create high quality, professional or efficient communications.	
<u>5</u>	Evaluating Finished Games	• Communicate	• Game Feedback is when someone who plays your game shares helpful ideas to improve it, like fixing bugs or making it more fun.	• Choose the most suitable applications and devices for the purposes of communication. • Use many of the advanced features in order to create high quality, professional or efficient communications.	

ASSESSMENT OPPORTUNITY:

Can children create their own video game and evaluate those created by others, giving constructive criticism?

Children complete games using key features of 2DIY3D. They include baddie and collectable sprites, use basic customisation, and write clear instructions. Sprite placement supports gameplay, and games are usually well structured. Children can evaluate their own work and give basic peer feedback. Children work with some independence and respond well to feedback. Occasional prompting helps deepen their evaluations and improve design choices. Children's progress reflects secure understanding and increasing confidence with game creation.