Over Hall Community School	Year: 5	Strand: Computing– Game Creator

What should I already know?

- Safe logins, concept of privacy, concept of ownership, the need to logout.
- Developing ideas about the concept of technology that we are surrounded by and its purpose.
- Share to a displayboard, approval process, sharing online, email simulations, emotional impact of communications.
- Search engine, digital footprint, privacy.
- Good Passwords and password privacy, communication methods, shared blog,, reliability of information and spoof websites, appropriate ratings, emotional effects, cyberbullying, reporting problems.
- Evaluating communications, email safety, sharing images - safety, not meeting, attachments.
- Phishing, digital footprint, malware and viruses, plagiarism, screen time.
- Reliable sources, search algorithms - impact on what you see.
- Use of 2Dos, saving, opening and editing work, sharing work, copying and pasting , mouse, keyboard and device skills.

What will I know by the end of the unit?

How do I plan a game?

- You can review and analyse a computer game. You can describe some of the elements that make a successful game. You can begin the process of designing your own game.

How can I design the game environment?

- You can design the setting for your game so that it fits with the selected theme. You can upload images or use the drawing tools to create the walls, floor, and roof

How can I design the game quest to make it a playable game?

- You can design characters for your game. You can decide upon, and change, the animations and sounds that the characters make

What will I do with my game?

- You can make your game more unique by selecting the appropriate options to maximise the playability. You can write informative instructions for your game so that other people can play it.

What do I think of my game?

- You can evaluate my your own and peers' games to help improve your design for the future

Key Vocabulary

- **Animation** Creating an illusion of movement. Computer game A game played using a computer, typically a video game.
- **Customise** Modify (something) to suit an individual or task.
- **Evaluation** The making of a judgement about the value of something. Image In this case, a picture displayed on the computer screen.
- **Instructions** Detailed information about how something should be done or operated.
- **Interactive** Responding to a user's input on a computer or device.
- **Screenshot** An image of the data displayed on the screen of a computer or mobile device.
- **Texture** High frequency detail or colour information on a computer-generated graphic.
- **Perspective** Representing three dimensional objects on a two-dimensional surface to give the right impression of their height, width, depth, and position in relation to each other.
- **Playability** A measure of either the ease by which a video game may be played, or of the overall quality of its gameplay.

Key Questions

- **What is the 2DIY3D tool on Purple Mash?**

2DIY 3D allows users to create a playing area, such as a maze, in 2D and then turn it into a 3D computer game. The aim is to avoid the 'baddies' and collect 'treasure'.

- **What makes a good computer game?**

A good game designer gives the player continuous challenges in a visually stimulating environment, each of which leads to another challenge, to keep the game challenging and fun.

- **Why is it important to continually evaluate your game?**

Evaluating your game as you make it allows you to think about ways in which it can be improved. Evaluation may also involve the views of other people who play your game.

Purple Mash Resources

- 2DIY3D

2DIY3D

Draw objects/draw
Add images to your game

Insert enemies into your game

Drag to set the start position of your game

Play your game

Open, close and share work

Change the settings of your game

Insert treasure into your game

purple mash

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