

Leintwardine Endowed CE Primary School Learning Journey Itinerary

‘Letting Our Light Shine’

SUBJECT : Computing	YEAR : B	TERM : Spring 2	YEAR GROUPS : 5/6
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Key Question: Can you design your own computer game?

Previous Knowledge – We would expect children to already be able to: Use coding efficiently – understanding the different tabs and functions needed.

END OF UNIT OBJECTIVES

<p>Some children will not yet have met what is expected and will show that they are emerging because they can:</p> <ul style="list-style-type: none"> >Review a computer game. >List 2 elements that make a successful game. >Upload images to create the walls, floor, and roof. >Design the setting for their game. >Change the sounds that the characters make. >Make their game more unique by selecting different backgrounds and characters. >Evaluate their own games to help improve their design for the future. 	<p>Most children will show that they have reached the expected level because they can:</p> <ul style="list-style-type: none"> >Review and analyse a computer game. >Describe some of the elements that make a successful game. >Upload images or use the drawing tools to create the walls, floor, and roof. >Design the setting for their game so that it fits with the selected theme. >Change the animations and sounds that the characters make. >Make their game more unique by selecting the appropriate options to maximise the playability. >Evaluate their own and peers’ games to help improve their design for the future. 	<p>Some children will have gone beyond the expected level and will show that they are exceeding because they can:</p> <ul style="list-style-type: none"> >Review and analyse a computer game using a written template. >Describe some of the elements that make a successful game and explain why >Upload images and use the drawing tools to create the walls, floor, and roof. >Design the setting for their game so that it fits with the selected theme and create one of your own. >Change the animations and noises that the characters make through uploading saved sounds. >Make their game more unique by selecting the appropriate options to maximise the playability and discuss why this would help. >Evaluate their own and peers’ games to help improve their design for the future with examples.
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ASSESSMENT OPPORTUNITIES

Saving to the Purple mash server and look at their final outcome.
Through questioning, asking and answering – regular sweeps of the classroom to look at their programming.

ENRICHMENT OPPORTUNITIES

Helping children to remember more through sticky learning and a vocabulary recap at the beginning of the lesson.

SUBJECT SPECIFIC VOCABULARY

Evaluation, theme, texture, image, screenshot, quest, instructions, feedback, promotion, reviewing, planning, scene, environment, operate

CROSS-CURRICULAR LINKS

Links that we can make to help children make sense of what we want them to know and be able to do.
DT – Designing, planning and evaluating things they make and create.