



**Year Five and Six
Programme B**

Topic – Text Adventures (Information
technology)

Term: Spring 2

Key Learning

To find out what a text adventure is.
To use 2Connect to plan a story adventure.
To make a story-based adventure using 2Create a Story.
To introduce an alternative model for a text adventure which has a less sequential narrative.
To use written plans to code a mapbased adventure in 2Code.

Key Vocabulary

Text-based adventure - A computer game that uses text instead of graphics.
Concept map - A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.
Debug - Identify and remove errors from (computer hardware or software).
Sprite - A computer graphic which may be moved on-screen.
Function – In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.

Key Skills

Information Technology

- ▶ Independently select, use and combine a wide range of software on a variety of devices.
- ▶ Design and create a range of digital assets such as programs, systems and multimedia content for a defined purpose and audience.

Learning Links

Y5

Familiarity with the functionality of 2Code
Planning and designing for a logical outcome.
Game Design planning
Refining and reviewing games
Use of 2Connect in a variety of ways for different purposes