



Year Five and Six Programme A

Topic – Game Creator (Computer Science)

Term: Spring 2

Key Learning

- To plan a game.
- To design and create the game environment.
- To design and create the game quest.
- To finish and share the game.
- To self and peer evaluate.

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 Skills

Computer Science

- ▶ Further develop their computational thinking showing they can plan and decompose tasks; explain how the algorithms they write work and correct errors in their programs.

Learning Links

Y4

- Create a stop motion animation using 2Animate
- Use of sounds, backgrounds and effects

Y6

- Plan and create a story-based adventure in 2Create a Story
- Full functionality including animation, backgrounds, sound effects