Lodge Farm Primary School- Knowledge Organiser

Computing Topic: Unit 5.5 Game Creator	**Year:** 5 **Term:** Spring 1

Key Knowledge/Content:

- Plan a game.
- Design and create the game environment.
- Design and create the game quest.
- Finish and share the game.
- Self and peer evaluate.

Links to:
Prior learning:
Create a stop motion animation using 2Animate.
Use sounds, backgrounds and effects.
Future learning:
Plan and create a story-based adventure in 2Create.
Learn full functionality including animation, backgrounds and sound effects.

Key vocabulary with definition:
Prior vocabulary:
● Evaluation- To critically examine a program. It involves collecting and analysing information about a program's activities, characteristics, and outcomes
● Feedback- In this case, share information with the creator about how the game could be improved.
● Image- In this case, a picture displayed on the computer screen.
● Instructions- Detailed information about how something should be done or operated.
● Theme- In this case, the subject of the game.

New vocabulary:
● Promotion- The publicising of a product, in this case a game, so as to increase sales or public awareness.
● Quest- To find or do something.
● Scene- The place where an incident in real life or fiction occurs or occurred.
● 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.

By the end of this unit
All children can: recognise how to design the game environment and **make** a playable game.
Most children can: demonstrate how to finish and share a game.
Some children can: demonstrate and **explain** how to self and peer evaluate made games.

Background understanding for teachers and parents:
This unit is based around using 2DIY 3D, which allows users to create a playing area, such as a maze, in 2D and then turn it into a 3D computer game. Children will be playing and creating games during this unit.

Curriculum Driver (one):
Aspiration

Evidence outcome:
Know how being a game creator can open job prospects.