



## Year 5 Computing Spring Term Game Creator

### Key Learning

To set the scene.

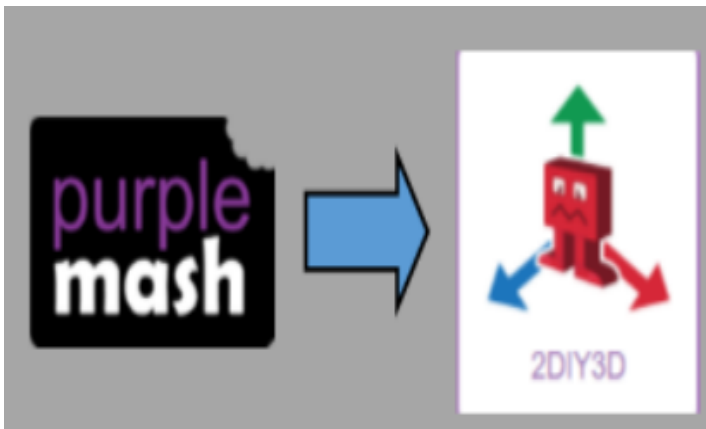
To create the game environment.

To create the game quest.

To finish and share the game.

To evaluate their and peers' games.

### Key Resources



### 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.                                                            |



8 hours over Spring Term

**2 Type Activity**

**Online Safety**

Internet Research

**Online Safety**

Beat Bullying

**Game creator: Lesson 1**

To Introduce the 2DIY 3D tool.  
To begin planning a game.

**Game creator: Lesson 2**

To create the game environment.

**Game creator: Lesson 3**

To create the game quest.

**Game creator: Lesson 4**

To finish and share the game.

**Game creator: Lesson 5**

To evaluate their and peers games.