Year 5 Spring 2/ Summer 1 – Game Creator 2DIY 3D

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.

IMPORTANT FACTS

Video games can be played on a number of different platforms. This includes game consoles, handheld systems, computers, mobile phones, and others.

The first coin operated video games were introduced in the 1970's with titles such as 'Computer Space' and 'Pong' gaining popularity.

Popular game consoles that dominate current markets include the Nintendo Wii, Microsoft Xbox 360 and Sony Playstation 3. The three companies are battling to gain the attention of gamers in the competitive gaming industry.

Making video games has become big business and creating a high quality game often takes the input of a large number of game developers for the game to be successful. As well as a high number of graphic designers and programmers, other skills such as management, writing and music are also important to the final product.
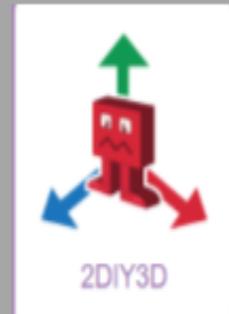
Sequence of learning:

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.

Final outcome:

Children can create their own games, thinking about the component parts and design these as components in a theme rather than completely isolated parts. They will consider aspects such as the movement of the characters and goal objects to increase playability. When designing the game environment, they do this with the end-user experience in mind.

Key Skills

Describe some of the elements that make a successful game.

Design the setting for a game so that it fits with the selected theme.

Design characters for a game.

Decide upon, and change, the animations and sounds that the characters make.

Write informative instructions for a game so that other people can play it.