

**How can we as game designers create an awesome game?**

**Project Overview**

Our project this term is all about computer gaming and how we can design and build our own arcade style game.

We will investigate the history of computers and how they have changed over the last fifty years as well as look at where the technology is heading in the future.

Various popular games characters will be examined to enable the children to design their own computer game character. We will look at which countries and places have inspired the settings for computer games and using aerial photos and other geographical tools create our own computer game setting.

The children will design and build their own game using ‘scratch jnr’ which they will exhibit.

Popular gaming conventions will be reviewed and ‘you tube celebrities’ as role models will be debated.

We will ‘hook’ the children into this project with a gaming orienteering treasure hunt, parkour, fun poetry and various art and craft activities.

**Immersive Environment**

Our classrooms will have a gaming theme featuring characters and settings from:

* Super Mario
* Minecraft
* Pac Man, Q Bert and Donkey Kong
* Wreck it Ralph

**Curriculum Opportunities**

**Reading and Writing**

- A range of poetry

- Instructions

- Character descriptions

- Scene settings

- Narrative diary

- Persuasive writing

**Maths**

- Addition and subtraction

- Multiplication and division

- Shape including 3D and symmetry

- Position, directions and movement

- Measures including weighing and capacity

**Science**

- Electricity focusing on circuits

**Geography**

- Locating countries and continents

- Use of aerial photographs

- Location of ‘wonders of the world’

**History**

- The changes in computer games

- Timeline of technology

- Changes in computer game characters

**Computing**

- Create a ‘sprite’

- Create a setting

- Use logic code to create a computer game

**RE**

- Christian and Hindu creation stories

**DT**

- Designing and creating a game

- Shoe box game settings

**Art**

- Creation of a character and setting using an art package

**Project Based Learning**

Year 2

Term 3

2015-2016

**Project Outcomes**

This project will involve the children using cross curricular skills to help them answer the essential question of:

‘***How can we, as game designers, create an awesome game?***

The final project will enable the children to create the computer game they have designed over the course of the project.

The final exhibition will be to hold a ‘gaming convention’ in the school hall. They will be able to invite their parents, governors and other classes to their ‘gaming convention’ enabling them to share their games

**Project Enhancements**

**Trip**

- A trip to Game City (The National Gaming Museum)

including ‘Scratch’ workshops on 21st April.

**Class books**

- Winnie’s New Computer

- Minecraft Creation Story

**Creative Home Learning**

- Shoe box game scene settings

**How can you help?**

If you feel you can help us with our project this term we would love to hear from you.

Please share what computers and technology you had as a child and bring in any examples.

Useful websites:

Visit [www.comonsensemedia.org](http://www.comonsensemedia.org) which provides information on being safe online and how long is a suitable time to use devices for.

**Project Timeline**

Focus 1

How have computers and games changed?

Focus 2

Which is your favourite arcade game?

Focus 3

What would make a great character for a game?

Focus 4

What would make a great imaginary setting for a game?

Focus 5

What is the objective of my game?

Focus 6

Can I design and build my own game using ‘scratch jnr’

Focus 7

What is a convention?

Focus 8

How can we promote our game at the exhibition?