

St Anthony of Padua Catholic Primary School

Computing Medium Term Plan – Year 4 – Summer 1– Game Designer

Lesson	Driving Question	Lesson	Assessment
1	What are video games?	In this lesson, the children explore video game development and design. They will play Pong, one of the first video games created. They will explain the purpose of age ratings, why they are important, and discuss the different types of content found in video games and why some content may be unsuitable for younger players.	(IT) I can improve the quality and presentation of my work using editing and formatting techniques. (DL) I understand the impact technology can have on my health, well-being and lifestyle. (Health well being)

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2	What is a video game developer?	In this lesson, the children will explore the role of the video game designer and the skills and knowledge they need. They will discuss the different stages of the video game development process, such as ideation, design, development, testing, and release. They will then look at inputs and outputs on digital devices. Finally, they will develop a plan for a simple hero-versus-villain video game.	(CS) I can label the different types of input connections on devices.
3	How can we create digital game characters?	The children will use a digital art program to create simple game graphics in this lesson. They will design two characters, a background and additional objects for their video game. They will export their images and discuss file types.	(IT) I can explain common file types.
4	How do we start developing the game?	In this lesson, the children will sign up to Scratch and create usernames and passwords. Then will then upload their game graphics and just the properties of sprites.	(IT) I can create with technology. E.g. Video, digital graphics, animation, 3D
5	How do we make our game work?	In this lesson, the children will sign into Scratch, add command blocks, and program the sprites to be interactive. They will additionally explore new vocabulary and concepts associated with game development.	(CS) I can solve an open-ended problem by breaking it up into smaller parts.
6	What is a variable?	In this lesson, the children will add and manipulate variables as a way of keeping track of data within a game. They will finish, test and reflect on their game design. Finally, they will share the game via the Scratch website.	(CS) I can design and write a program for a given purpose, including specific programming features. (CS) I can test existing programs to see how they could be improved.