



Subject Medium Term Planning Sheet

2020/2021

Year 5	Term 4	Unit title - Digital Literacy - Game Creator	
<p>Brief description of main content of this unit: <u>Purple Mash</u> - <i>Game Creator</i> - 2DIY 3D - The children will be creating their own 3D game (previously experienced this) using the tool on Purple Mash. They will be setting the scene, designing a theme (ensuring that the scene matches the theme), adapting the scenery using different tools (images, drawing, walls, floors & roof), using animations/sounds and they will be evaluating and reviewing their own and others games.</p>			
Lesson No.	Key Learning Objectives Linked to National curriculum (differentiated)	Activities & Teaching & Learning strategies (including assessment opportunities)	Cross curricular links
Unit 5.5 Game Creator 1	<p><u>L.I: To set the scene</u></p> <p><u>Success Criteria</u> <i>All must be able to choose an idea for a scene</i> <i>Most should be able to identify some elements that would make a successful game</i> <i>Some could be able to begin the process of designing their own game</i></p>	<p>Children are to log into Purple Mash with their partners using their log in details. https://www.purplemash.com/#tab/pm-home</p> <p>CT to talk about game designing with the children and run through some of the questions stated on the instruction sheet. The children should have some info on how to create a game as the last lesson from last term involved this. There are resources to watch and/or use on the Purple Mash website under the section: Teacher > Computing scheme of work > Year 5 > Unit 5.5 - Game Creator</p> <p>CT to follow all of the step by step instructions on the Teacher guidance sheet in order for the children to follow Lesson 1 (which will be on SharePoint). Could explain each part and then send the children off to do it or you could have the children at their computers whilst you go through the instructions.</p>	



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		If any demonstrations are needed for CT, see Mr Adams.	
2	<p><u>L.I: To create the game environment</u></p> <p><u>Success Criteria</u> All must be able to link their scene to a theme Most should be able to use images and/or drawing tools to create elements in their game to match their theme Some could adapt the walls, floor and roof in order to match with their chosen theme</p>	<p>Children are to log into Purple Mash with their partners using their log in details. https://www.purplemash.com/#tab/pm-home</p> <p>CT to talk about game designing with the children and run through some of the questions stated on the instruction sheet. The children should have some info on how to create a game as the last lesson from last term involved this. There are resources to watch and/or use on the Purple Mash website under the section: Teacher > Computing scheme of work > Year 5 > Unit 5.5 - Game Creator</p> <p>CT to follow all of the step by step instructions on the Teacher guidance sheet in order for the children to follow Lesson 2 (which will be on SharePoint). Could explain each part and then send the children off to do it or you could have the children at their computers whilst you go through the instructions.</p> <p>If any demonstrations are needed for CT, see Mr Adams.</p>	
3	<p><u>L.I: To create the game quest</u></p> <p><u>Success Criteria</u> All must be able to create characters for their game</p>	<p>Children are to log into Purple Mash with their partners using their log in details. https://www.purplemash.com/#tab/pm-home</p> <p>CT to talk about game designing with the children and run through some of the questions stated on the instruction sheet. The children should have some info on how to create a game as the last lesson from last</p>	



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	<p>Most should be able to create their characters and adapt some of the animations that can be used</p> <p>Some could use animations and sounds for their characters to make the game more interesting</p>	<p>term involved this. There are resources to watch and/or use on the Purple Mash website under the section: Teacher > Computing scheme of work > Year 5 > Unit 5.5 - Game Creator</p> <p>CT to follow all of the step by step instructions on the Teacher guidance sheet in order for the children to follow Lesson 3 (which will be on SharePoint). Could explain each part and then send the children off to do it or you could have the children at their computers whilst you go through the instructions.</p> <p>If any demonstrations are needed for CT, see Mr Adams.</p>	
4	<p><u>L.I: To finish and share the game</u></p> <p><u>Success Criteria</u></p> <p>All must be able to add something in their game that makes it unique</p> <p>Most should be able to maximise playability by making their game unique and easy to follow</p> <p>Some could write some informative instructions for their game so that other people could play it</p>	<p>Children are to log into Purple Mash with their partners using their log in details.</p> <p>https://www.purplemash.com/#tab/pm-home</p> <p>CT to talk about game designing with the children and run through some of the questions stated on the instruction sheet. The children should have some info on how to create a game as the last lesson from last term involved this. There are resources to watch and/or use on the Purple Mash website under the section: Teacher > Computing scheme of work > Year 5 > Unit 5.5 - Game Creator</p> <p>CT to follow all of the step by step instructions on the Teacher guidance sheet in order for the children to follow Lesson 4 (which will be on SharePoint). Could explain each part and then send the children off to</p>	



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		<p>do it or you could have the children at their computers whilst you go through the instructions. If any demonstrations are needed for CT, see Mr Adams.</p>	
5	<p><u>L.I: To evaluate their own and their peers games</u></p> <p>Success Criteria All must be able to evaluate their own game Most should be able to evaluate other people's games and help improve them Some could offer explanations to how others could improve their games.</p>	<p>Children are to log into Purple Mash with their partners using their log in details. https://www.purplemash.com/#tab/pm-home</p> <p>CT to talk about game designing with the children and run through some of the questions stated on the instruction sheet. The children should have some info on how to create a game as the last lesson from last term involved this. There are resources to watch and/or use on the Purple Mash website under the section: Teacher > Computing scheme of work > Year 5 > Unit 5.5 - Game Creator</p> <p>CT to follow all of the step by step instructions on the Teacher guidance sheet in order for the children to follow Lesson 5 (which will be on SharePoint). Could explain each part and then send the children off to do it or you could have the children at their computers whilst you go through the instructions. If any demonstrations are needed for CT, see Mr Adams.</p>	



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6	<p><u>L.I: to explore 2Code</u></p> <p><u>Success Criteria</u></p> <p>All must be able to choose a game</p> <p>Most should be able to change some of the elements in order for the game to work</p> <p>Some could change some elements, explain what it means and help others.</p>	<p>Children are to log into Purple Mash with their partners using their log in details.</p> <p>https://www.purplemash.com/#tab/pm-home</p> <p>Children are to explore the 2Code section and play any of the games.</p> <p>They are to trial and error how to code a game in order for it to work successfully.</p> <p>Purple Mash website under the section: Home > Computing > 2Code</p>	
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