Year 5: We are Game Developers

Gorringe Park Primary School

Vocabulary

Backing music – music that plays during a game

Sequence – the order that events happen

Selection – the effect when a certain action is chosen

Repetition – repeated steps in code to order the game

Variables – changes that trigger events in a code.

E-safety

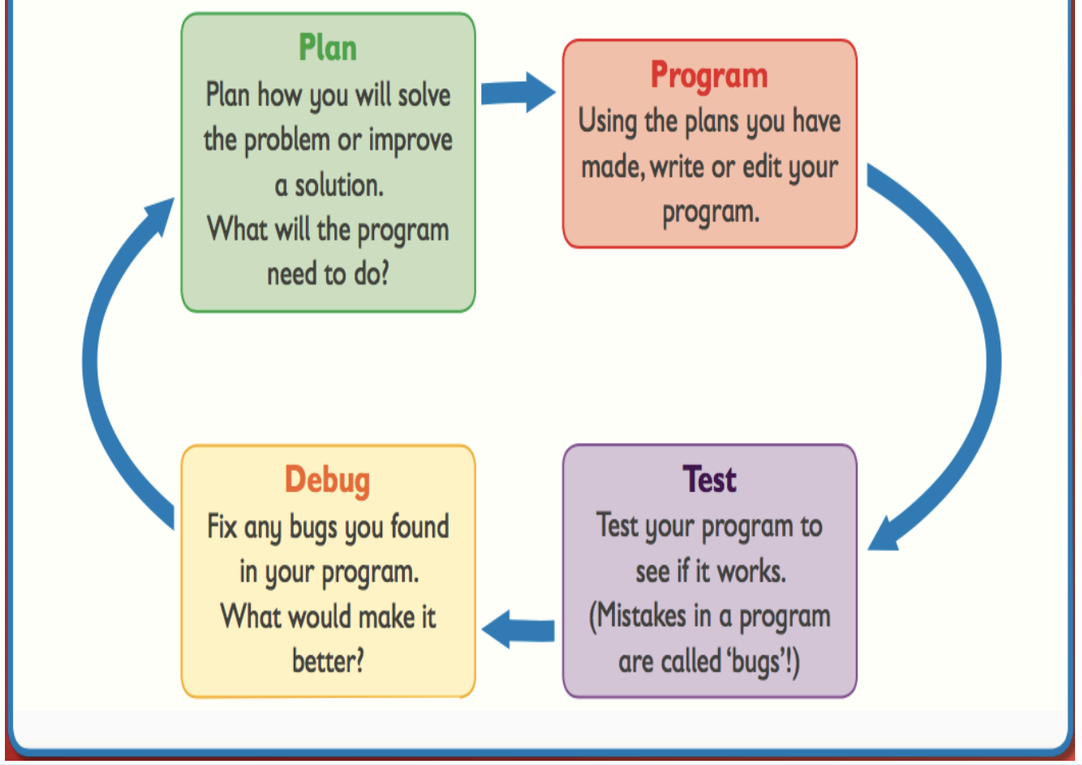
- Online games have age rating that tell the players if they are suited for them to play or not. When designing your game, you must think about what is suitable in the game and what is not.
- If you are using images from the internet or the program, you need to consider the copyright and who these images belong to.



Key takeaways

- I can create original artwork and sound for a game.
- I can use sequence, variable and repetition in my code to create my game.
- I can debug and correct errors in my coding based on the debugging cycle.
- I can use logical reasoning to explain how simple programs work.
- I can reflect upon my programs and improve them further using feedback from others.

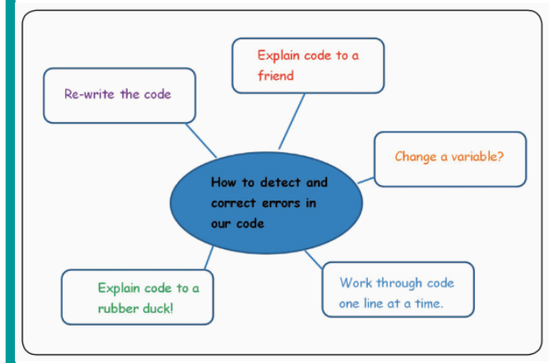
Key takeaways



Knowledge check

Game developers never get their game to work the first time and they often have bugs they need to fix. They have test these bugs over and over again to fix the problems.

They use a range of strategies to help them.



They also need to explain how the game works to people who do not know the code. Game instructions are the outcome of the code not the program behind it.

