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| **Term** | **Module Title** | **Learning Content / Skills** | **Assessment Schedule\*** | **Home Learning Support** |
| Autumn 1 | Unit 4 | During this term students will be expected to have completed their design section for their project.  The tasks which will need to completed in the design phase are: **Game overview**  **Mood board**  **Storyboard Sprite Designs Room Designs** Structure Diagram Game Rules  \*The ones highlighted should all be improved versions from the ones completed in the summer.  Students should also have started developing the sprites, backgrounds and rooms for their game to create the initial set up. At this stage there should be a main screen and 1 game screen with some character movement. | Students will be assessed on the following pieces of work:   * Structure diagram * Sprite and room designs * Game rules * Design log   Peer assessment is done regularly as part of the lesson to show case the work of others and provide targets and reflection.  Reflection time will be given to students to work on their targets which will allow for an improvements in their grades on work which has already been marked. | Complete all drawings and colouring of the sprites and rooms at home to save lesson time.  When developing your game rules think about the rules which have been applied to the computer games you play at home. How does the character move? How do you exit the game? How do you move to another game level? |
| Autumn 2 | Unit 4 | During this term the students should be in a full development stage of game and should be creating a prototype. During their game development they should be completing a development log which documents the development of the game including any issues that have arose and how they have overcome them.  During December there will be some time spent on Unit 1 for those doing the re-sits in January. The exam analysis will be taken from the summer exam and will go through the content and mark scheme of the paper. | Students will be assessed on the following pieces of work for Unit 4:   * Game development * Development Log   Unit 1: - Past paper  Peer assessment is done regularly as part of the lesson to show case the work of others and provide targets and reflection.  Reflection time will be given to students to work on their targets which will allow for an improvements in their grades on work which has already been marked. | The development log is ongoing document which is something that should continuously be worked on even outside of school. The log is clear evidence for the examiner to understand you as a game maker.  Resit:  Use the exam analysis to identify their areas of improvement and create their PLC’s. Follow the guidance provided on Firefly ICT CIDA INTERVENTION page to help build the correct skills. |
| Spring 1 | Unit 4 | During this term students should have completed a prototype with their game and received feedback for their test buddies on how to make further improvements. The students should have actioned the feedback given and made a completed game. The development log should clearly show the development of the game with full testing carried out. | Students will be assessed on the following pieces of work:   * Prototype 1 * Improved development log * Testing   Peer assessment is done regularly as part of the lesson to show case the work of others and provide targets and reflection.  Reflection time will be given to students to work on their targets which will allow for an improvements in their grades on work which has already been marked. | Ensure you have tester feedback, chase these up if you don’t already.  The development log should be filled with evidence of your game development and testing. This document needs to be completed to a high standard and must be worked on outside of school hours to achieve the highest grade. |
| Spring 2 | Unit 4 | In this term the students have the final pieces to complete as part of their project. They will need to create a user guide with instructions on how to play their game. This must be suitable for their intended audience. They will need to create a game review which would be published in a magazine or website.  They will also need to develop a game trailer using multimedia software to showcase their game to their target audience. | Students will be assessed on the following pieces of work:   * Game review * Instructions guide * Trailer   Peer assessment is done regularly as part of the lesson to show case the work of others and provide targets and reflection.  Reflection time will be given to students to work on their targets which will allow for an improvements in their grades on work which has already been marked.  All coursework gets submitted to OCR on the first week of May. | Look at examples of user guides and the language used to create clear concise instructions suitable for the target audience.  Look at examples of game reviews in magazine or websites and see how they differ. What content must you include in a game review? What type of language would be used in the review?  Practice using movie maker or imovie to build the skills and knowledge to create an effective game trailer.  Look at examples of existing game trailers on youtube to get inspiration. |
| Summer 1 | Unit 1 - RESIT | The unit 1 results are released in March which indicates whether students need to re-sit for their exam. If they do need to re-sit then a print out of their exam performance analysis is provided to the students to understand where they fell short on the marks. This will then be used as a personal form of intervention where they have a personal checklist to improve on. The common areas of weakness are addressed and further preparation is provided for the students for their re-sit in May.  For those not doing the resit, they will continue to develop their game making skills by watching and following tutorials provided. | Students will be assessed on the following pieces of work:   * The Jan Exam paper * Writing an evaluation * Past Paper previously not done   Peer assessment is done regularly as part of the lesson to show case the work of others and provide targets and reflection.  Reflection time will be given to students to work on their targets which will allow for an improvements in their grades on work which has already been marked.  The final re-sit opportunity will be in MAY. | Use the exam analysis to identify their areas of improvement and create their PLC’s. Follow the guidance provided on Firefly ICT CIDA INTERVENTION page to help build the correct skills. |