# Year 5 Game creator Knowledge Organiser

Information Technology: (Year 4) Electronically compose a themed piece of music on Busy Beats.

Information Technology: (Year 6) Plan and create a story-based adventure in 2Create a Story • Full functionality including animation, backgrounds, sound effects.

## Star Vocabulary

**Animation** - Creating an illusion of movement.

**Computer game -** A game played using a computer, typically a video game.

**Customise** - Modify (something) to suit an individual or task.

**Evaluation** - The making of a judgement about the value of something.

**Image** - In this case, a picture displayed on the computer screen.

**Instructions** - Detailed information about how something should be done or operated.

**Interactive** - Responding to a user's input on a computer or device.

**Screenshot** - An image of the data displayed on the screen of a computer or mobile device.
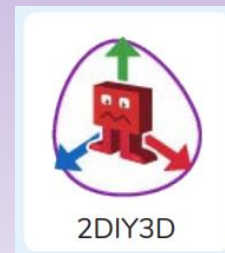
**Texture** - High frequency detail or colour information on a computer-generated graphic.

**Perspective** - Representing three dimensional objects on a two-dimensional surface to give the right impression of their height, width, depth, and position in relation to each other.
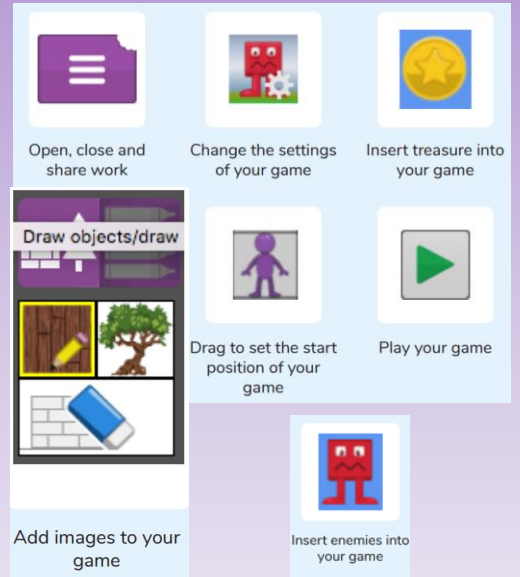
## Key Learning

• To plan a game.

• To design and create the game environment.

• To design and create the game quest.

• To finish and share the game.

• To self and peer evaluate.

## Key Resources

purple mash

2DIY3D

## Key Images



Open, close and share work

Change the settings of your game

Insert treasure into your game

Draw objects/draw

Drag to set the start position of your game

Play your game

Add images to your game

Insert enemies into your game

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To introduce 2DIY 3D and begin the process of planning your own game.

Design characters for our game and decide upon, and change, the animations and sounds that the characters make.

Evaluate my own and peers' games to help improve the design for the future.

Design the setting for our game so that it fits with the selected theme and upload images or use the drawing tools to create the walls, floor, and roof.

Make our game more unique by selecting the appropriate options to maximise the playability and write informative instructions for our game.