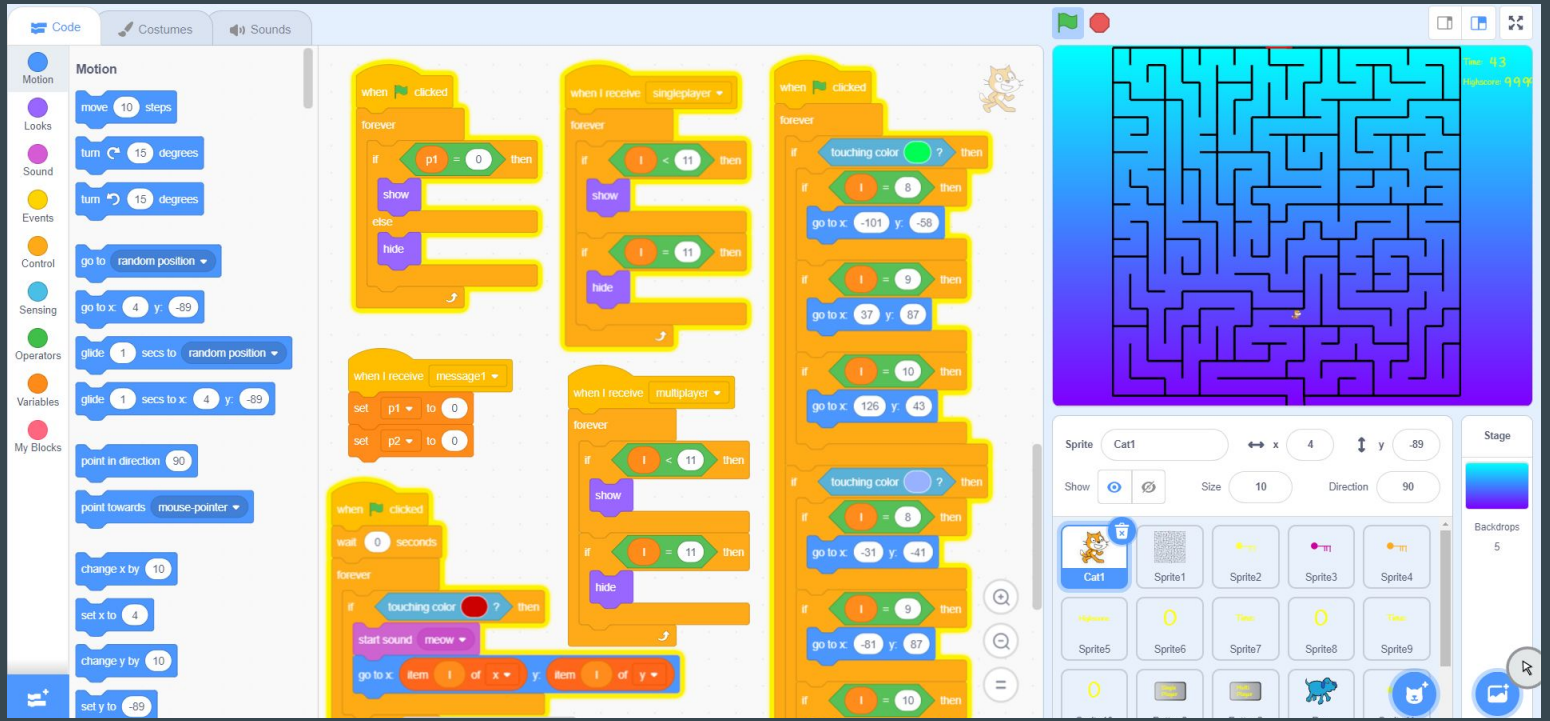
Computing Outcomes Portfolio

Year 5 - Autumn 2
Coding; Game Creating using Scratch

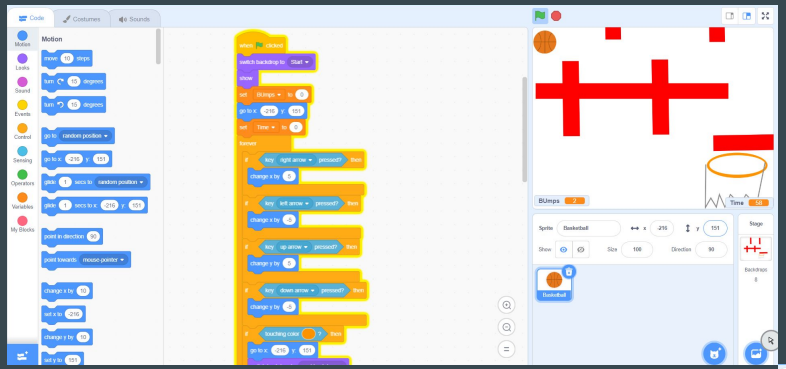
Intent

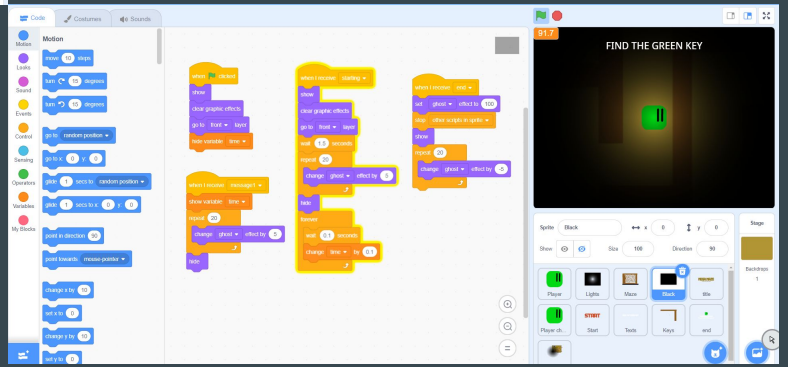
This unit explores the concept of variables in programming through games in Scratch. First, learners find out what variables are and relate them to real-world examples of values that can be set and changed. Then they use variables to create a simulation of a scoreboard. This unit assumes that learners have some prior experience of programming in Scratch. Specifically, they should be familiar with the programming constructs of sequence, repetition, and selection. The unit is paced to focus on all aspects of sequences, and make sure that knowledge is built in a structured manner. Learners also apply stages of program design through this unit.

Lesson 1: L.Q. What consequences should be programmed into a maze game?

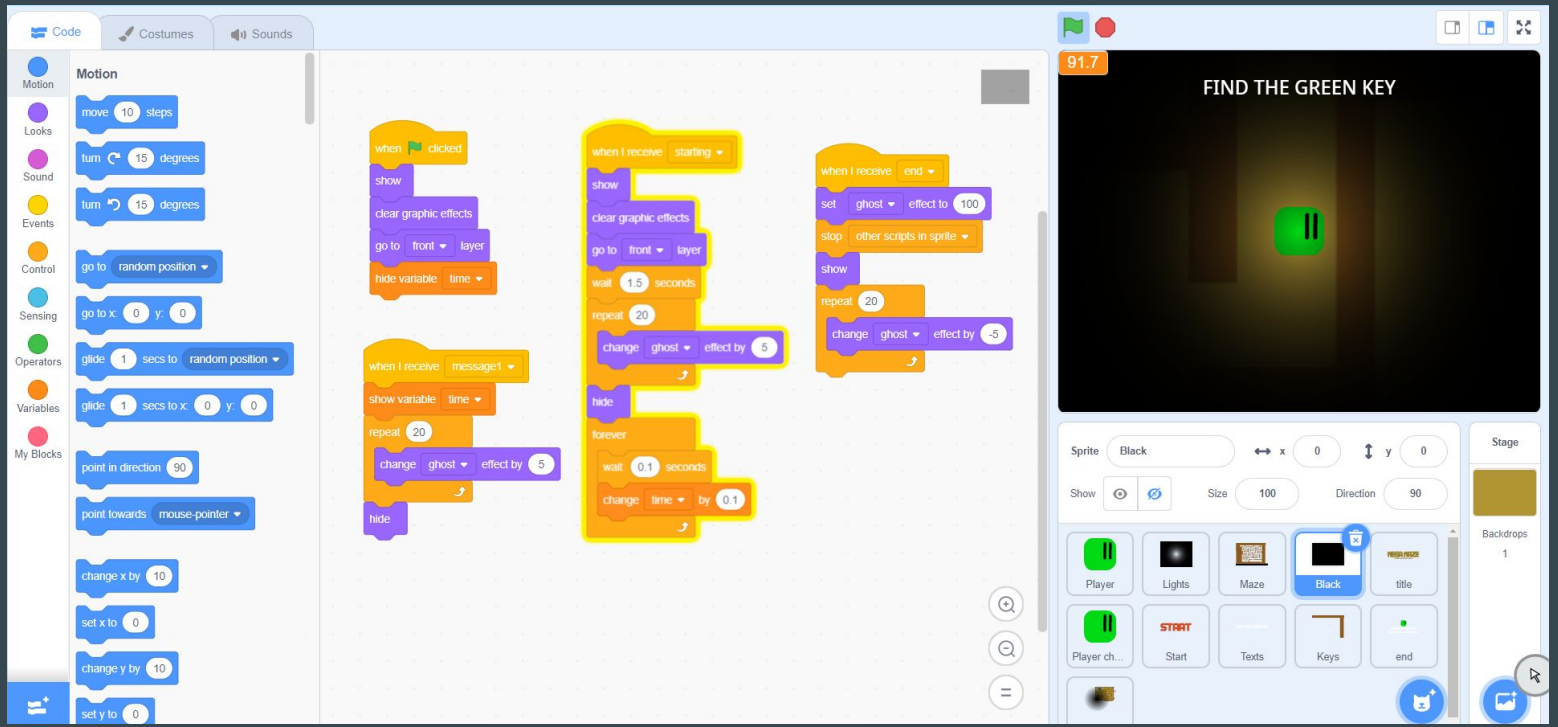


Lesson 2: L.Q. Why are themes important when designing a game?

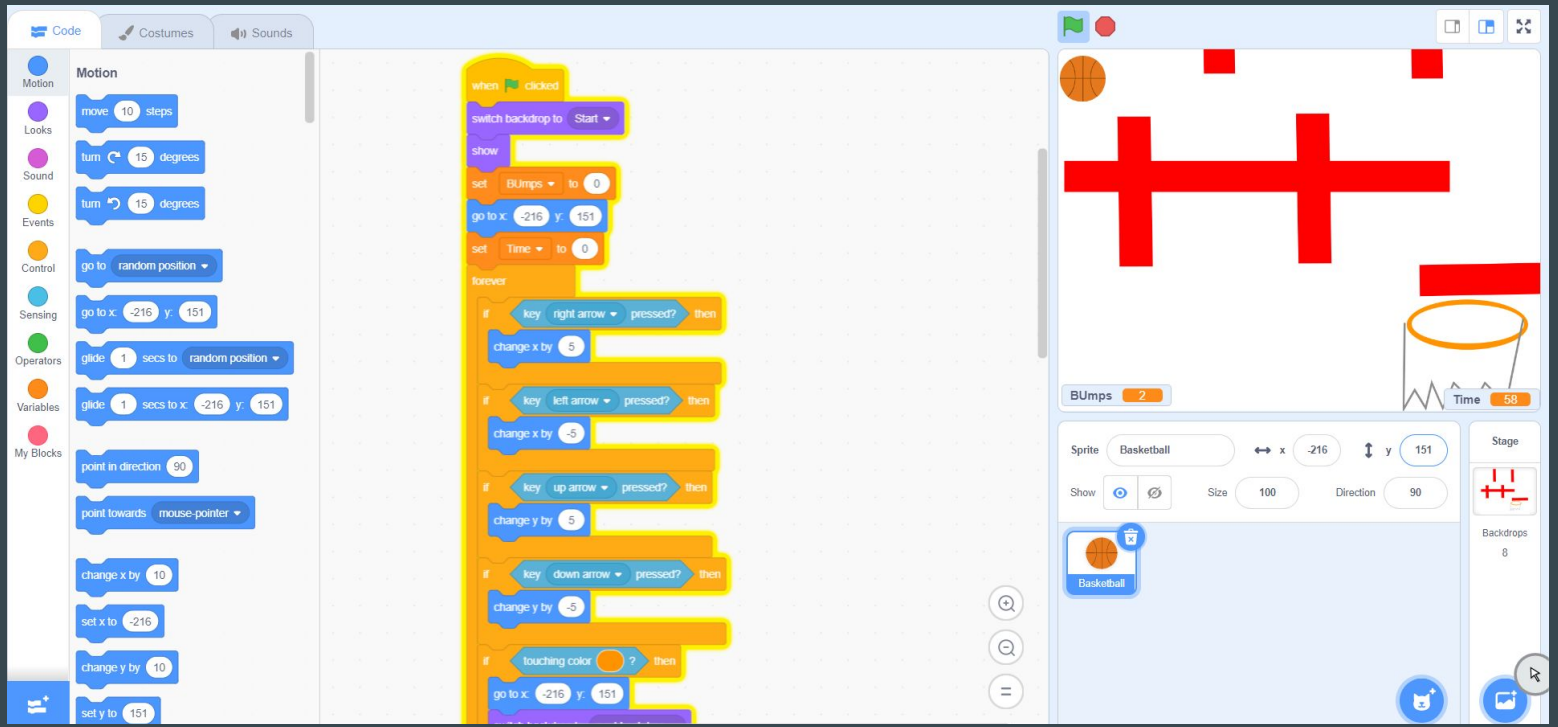




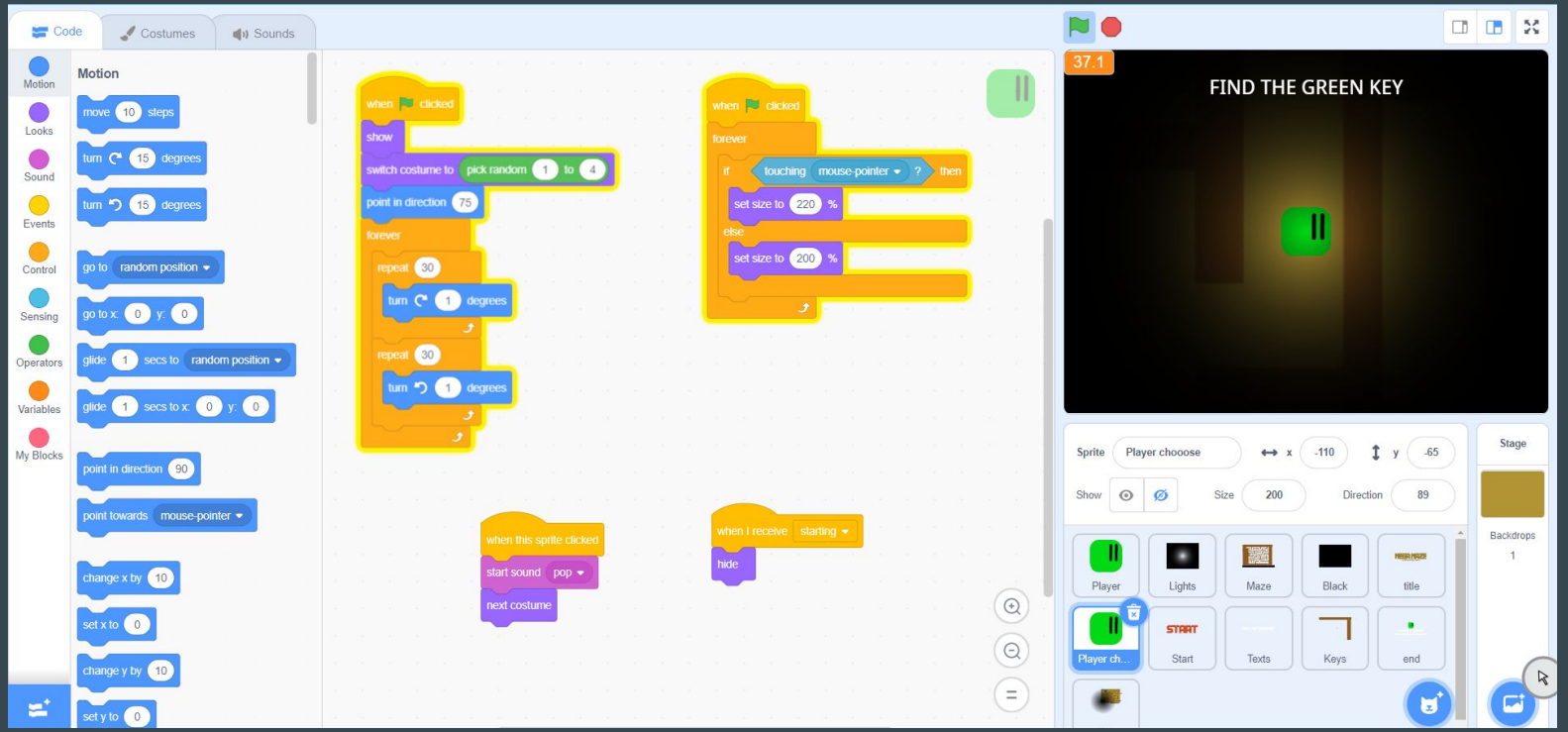
Lesson 3: L.Q. Which features and effects can enhance your game?



Lesson 4: L.Q. What prior aspects are the same when creating a different type of game?



Lesson 5: L.Q. What are sprite ‘costume changes’ and do they serve more than one purpose?



Lesson 6: L.Q. How can point-scoring and adding levels to a game enhance user experience?