

Title: Game lab Programs: Sketch Nation		Year: 3 Duration: 1-2 weeks
Teaching Ideas	Subject	National Curriculum Objectives
<ul style="list-style-type: none"> • Sketch Nation – designing and creating a basic game, including designing the character, platform and background (simple ‘tilt’ games). • Teacher to model a completed game on the IWB. Teacher to highlight the effects of input/output in this game e.g. show that by tapping the screen the character jumps. Explain that children will be creating their own games (possibly linked to topic if appropriate). What ideas can they come up with for characters? What ideas can they come up with for backgrounds? Children to work in teams/pairs to come up with ideas. What input/output ideas would they like to achieve. Children to also have a practise playing on a game. • Once children have an idea of what game they would like to create teacher can model creating their own game e.g. model how to create a new character, background etc. Teacher to choose an input and highlight its output. Children to then go to tables and work in their pairs/ teams to create their game. • Children to create their own games and have a show and tell afternoon with peers and with parents. 	<p>Computing</p> <p>Links to topic</p> <p><u>Resources.</u> Ipads with sketch nation app</p> <p><u>Key vocab.</u></p> <p>Input – a movement/action which triggers a program i.e. tilting, tapping, shaking</p> <p>Output – the effect of the input i.e character moving/slowing down.</p>	<ul style="list-style-type: none"> • To use sequence in programs • To work with various forms of Input • To be able to debug programs to accomplish specific goals • To work with various forms of Output • Design programs to accomplish specific goals

