

Y9 Creative iMedia

GAME FOR CHANGE



Name			
Teacher			
Group		GCSE Target	

TOPIC	GCSE 1-3	GCSE 4-6	GCSE 7-9
<p>LO1: Understand the purpose and properties of digital graphics.</p> <p><i>(Kahoot quizzes & end of unit test)</i></p>	<ul style="list-style-type: none"> <input type="checkbox"/> Has a limited understanding of the theory topics covered. Answers are mostly incorrect or vague. 	<ul style="list-style-type: none"> <input type="checkbox"/> Has a sound understanding of the theory topics covered. Answers are mostly correct but could be more detailed. 	<ul style="list-style-type: none"> <input type="checkbox"/> Has a thorough understanding of the theory topics covered. Answers are consistently correct and detailed.
<p>LO2: Be able to plan a digital game.</p> <p><i>(Specification, spider diagram, work plan, game concept, mood board, story board & visualisation diagram)</i></p>	<ul style="list-style-type: none"> <input type="checkbox"/> Produces a limited understanding and simple specification. <input type="checkbox"/> Creates a test plan which tests some functionality. <input type="checkbox"/> Applies basic design techniques, with limited planning of the game structure and game play. 	<ul style="list-style-type: none"> <input type="checkbox"/> Produces a clear specification with some detail. <input type="checkbox"/> Creates a test plan which tests most of the functionality. <input type="checkbox"/> Applies sound design techniques, with some planning of the game structure and game play. 	<ul style="list-style-type: none"> <input type="checkbox"/> Produces a clear and detailed specification. <input type="checkbox"/> Creates a clear and detailed test plan, fully testing functionality. <input type="checkbox"/> Applies detailed design techniques, with extensive planning of the game structure and game play.
<p>LO3: Be able to create a digital game.</p> <p><i>(Playable Scratch online game)</i></p>	<ul style="list-style-type: none"> <input type="checkbox"/> Needs considerable support to select and use appropriate software features to create a digital game. <input type="checkbox"/> Imports assets, some of which are not appropriate. <input type="checkbox"/> Occasionally uses the correct, basic scripts to manipulate objects in game play. 	<ul style="list-style-type: none"> <input type="checkbox"/> Needs some support to select and use appropriate software features to create a digital game. <input type="checkbox"/> Imports assets which are mostly appropriate. <input type="checkbox"/> Mostly uses the correct, simple scripts to manipulate objects in game play. 	<ul style="list-style-type: none"> <input type="checkbox"/> Independently selects and uses appropriate software features to create a digital game. <input type="checkbox"/> Imports assets which are consistently appropriate. <input type="checkbox"/> Consistently uses the correct, advanced scripts to manipulate objects in game play.
<p>LO4: Be able to review a digital game.</p> <p><i>(Test plan & game review)</i></p>	<ul style="list-style-type: none"> <input type="checkbox"/> Produces a review of a digital game which shows a limited understanding of strengths and weaknesses, without referring back to the brief. <input type="checkbox"/> Partly tests the digital game, producing a basic test plan. 	<ul style="list-style-type: none"> <input type="checkbox"/> Produces a review of a digital game which shows a reasonable understanding of strengths and weaknesses, mostly referring back to the brief. <input type="checkbox"/> Mostly tests the digital game, producing a simple test plan. 	<ul style="list-style-type: none"> <input type="checkbox"/> Produces a review of a digital game which shows a thorough understanding of strengths and weaknesses, referring back to the brief. <input type="checkbox"/> Fully tests the digital game, producing a detailed test plan.