Year 5 – Autumn Term 2
We Are Game Developers
Computing

In this unit, the children will plan their own simple computer game. They will design characters and backgrounds, and create a working prototype, which they will develop further based on feedback they receive

Computer Science

Prior Knowledge

Children will already be familiar with Scratch but will now be bringing the different elements they have experienced together by creating all the visual elements of their games rather than using predesigned elements.

E-safety:

- To review develop strategies to protect our future selves.

Computing Key Vocabulary	
Algorithm	An unambiguous set of rules or a precise step-by-step guide to solve a problem or achieve a particular objective.
Debug	To fix the errors in a program – the term 'bug' was used by the computing pioneer **Grace Hopper** in relation to a moth that had to be removed from an automatic switch in an early computer in order for the program to run
Input	Data that a computer receives. E.G data from a keyboard
Iterative development	A trial and improvement approach to programming or other work, in which each successive version builds on the previous one by the fixing of mistakes or the adding of features.
Output	Data that a computer sends. E.G. sound from the speakers.
Storyboard	A planning method for designing algorithms by breaking a project into pictorial steps.

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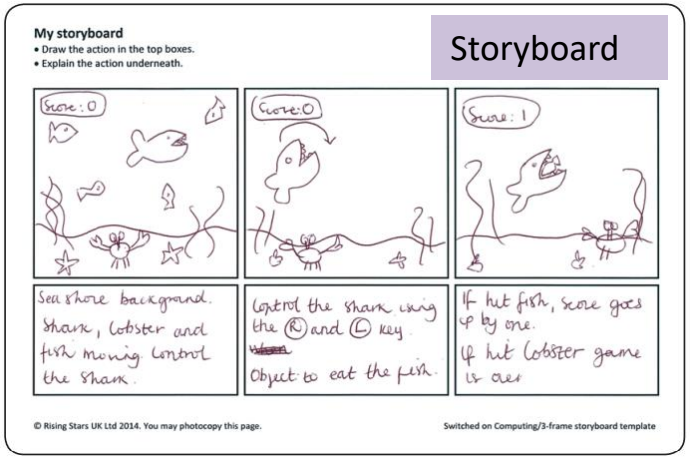
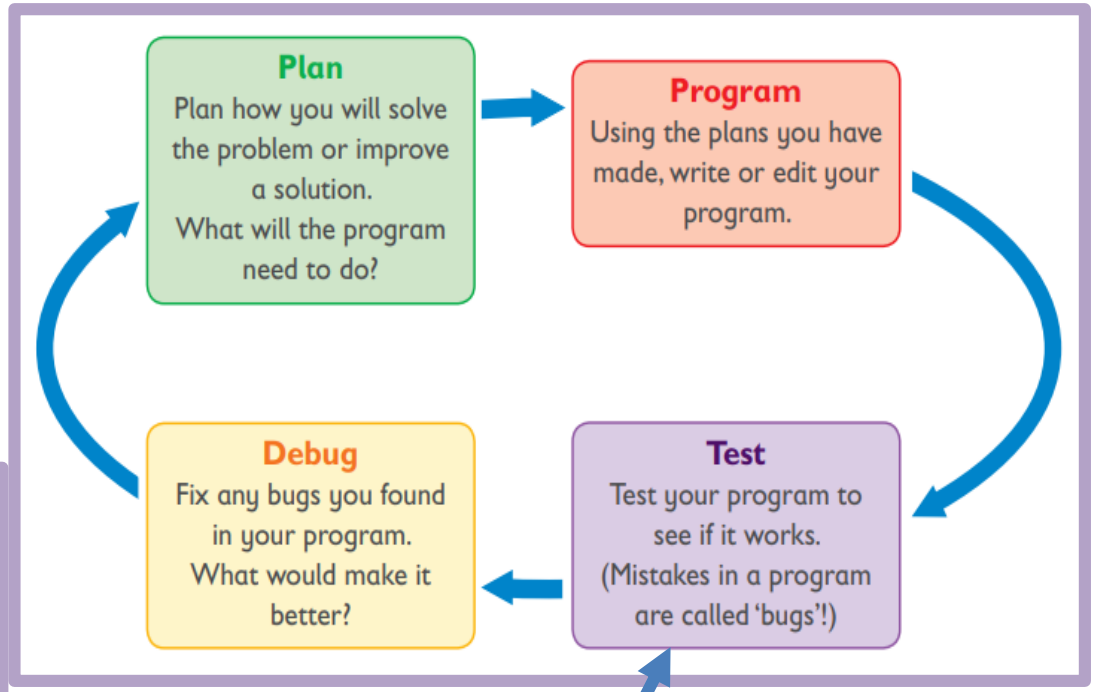
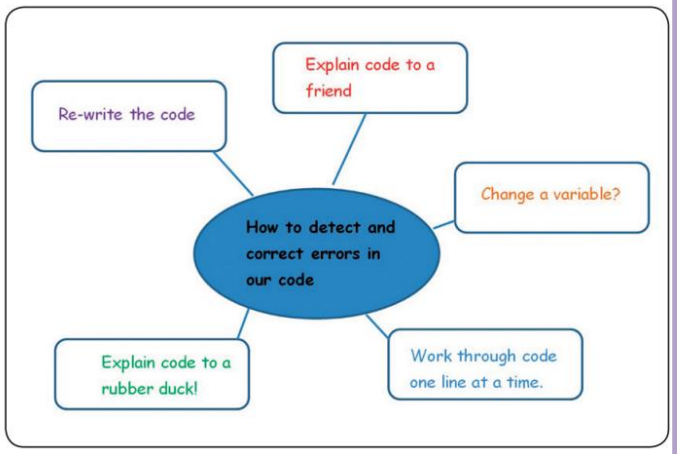
This half term we will be using…	
Hardware	**Software/Apps**
Winbooks/Chromebooks	Scratch



Storyboard





The process of
Iterative development