Northolt High School
Scheme of Learning

Year group: 8	Term: 2	Unit duration: 6 weeks	Number of lessons: 3	Unit title: **Video Game Production - Planning and Theory**

Assessment outcome: To understand how video games are planned and developed.	**Fertile question?** How do video games go from code to the complex worlds and stories we experience?	
Key skills/concepts/knowledge that students should cover	**Start RAG**	**End RAG**
How video games are made - Game developers, development studios and methods Elements of a game - game art, technologies and code Video game genres - types of games, their elements and themes Video game performance - how hardware affects video game technology Planning to make our own video games		
Stretch. Key skills/concepts/knowledge that students should cover **Write a pseudocode or flowchart plan for a video game that you would like to make in Python next term.**		

Literacy. Key vocabulary/subject terminology that students should cover

Game Engine
Assets
Sprites
Models
Environment
Genre
Levels
Developer
Studio
Scripting

Suggested materials teachers could/should use

TeachICT
Computer Science Powerpoints/Worksheets

Key home learning tasks students should complete
To be set in lessons