Northolt High School
Scheme of Learning

Year group: 8	Term: 3	Unit duration: 6 weeks	Number of lessons: 3	Unit title: **Video Game Production - Asset Creation**

Assessment outcome: To be able to create visual and audio assets for video games	**Fertile question?** How is the art for video games made?	

Key skills/concepts/knowledge that students should cover	**Start RAG**	**End RAG**	**Literacy. Key vocabulary/subject terminology that students should cover**
Game objects and characters - types of models in 3D and 2D Photoshop - creating sprites in photoshop Understanding how 3D models are made and used in games Recording and editing sound effects Using assets in Scratch			**Game Engine** **Assets** **Sprites** **Models** **Environment** **Sound effect** **Voice over** **PNG** **Transparency** **Resolution**
Stretch. Key skills/concepts/knowledge that students should cover **Use Photoshop to create a 3D model for use in a 3D video game.**			**Suggested materials teachers could/should use** TeachICT Computer Science Powerpoints/Worksheets **Key home learning tasks students should complete** To be set in lessons