

Learning Programme

Kodu – 1st Year

Topic/Content	Objectives/Skills	Homework	Assessment	Success Criteria (for E/S/D at KS3)	Stretch & Challenge (Thirst for Learning)
Introduction to Kodu	Learn how to create a world and control a character using Kodu.		Students will create a game of their choice in Kodu. The game should utilise the skills previously taught.	See below	Kodu is a free download and can be downloaded onto most PC's for students to practise at home.
Terrains and controlling the enemy	Learn how to add different types of paths to a world and control an enemy within a game. Be able to use the path tool to create walls and bridges within the terrain Able to set a set path that an enemy follows and shoots at the player. Player character that can fire when pressing a button. SOME students may also have adjusted the World Settings for the game	Review a computer game	Students will have the opportunity to peer assess each other's games. The homework will be used when forming a judgement/grade for the end of unit mark		Worksheets on shared area about creating old arcade style games such as pacman
Using Pages within Kodu	Learn how to use different pages and add scoring to a game in Kodu. Be able to edit the game settings and character setting to make the game more realistic Create a basic game in which the character gains points by eating green apples and loses health				

	and changes pages when eating brown apples.				
Levels and Health	<p>Create a level system in Kodu and Set up a simple combat style game</p> <p>A basic game in which the character moves between different worlds that act as different levels</p> <p>Set up your characters so they aren't killed after being hit by one bullet</p> <p>SOME students may add Game End and Win screens to display at the end of the game.</p> <p>SOME students will experiment in detail with other coding blocks that are available in Kodu</p>				
Spawning Characters and Space Invaders	<p>Learn how to use "creatables" to make clones of an object.</p> <p>Make a space invaders style game</p> <p>Students will experiment in detail with other coding blocks that are available in Kodu and explain how they could be used in game situation</p>	<p>Think of an idea for a game and complete a game plan ready to build the game next lesson</p>			

Creating a game/story in Kodu	Using the skills previously taught students will create the game that they have previously planned to create.	Complete game and hand in			
Peer Assessment	Sudents will have the opportunity to peer assess a game and complete a review of that game				

Excellent	Secure	Developing
<ul style="list-style-type: none"> • Gameplay is realistic and is suitable for purpose and audience • Handed in all documentation • Made use of complex coding blocks (E.g. pages, timer) • Create efficient sequences of instructions including the use of subroutines • Annotated code is clearly explained and in great detail • Evidence supplied is professionally presented • Use criteria and feedback to improve the effectiveness and efficiency of solutions. 	<ul style="list-style-type: none"> • Gameplay is good with some unsuitable elements • Handed in all documentation • Made use of a range of advanced coding blocks (E.g. score, health) • Annotated code is clearly explained • Evidence supplied is to a suitable standard • Use criteria to evaluate the quality of solutions, identifying improvements and refining their work. • Create precise and accurate sequences of instructions. • Change variables within models and explain the impact. 	<ul style="list-style-type: none"> • Gameplay is basic and may not be suitable for audience • Handed in most of the documentation • Made use of basic coding blocks (E.g. move, shoot) • Annotated code shows little understanding • Minimum requirements not met • Evaluate the quality and success of their solutions. • Devise and refine sequences of instructions. • Use models to explore relationships between inputs and outputs and explain how the models work.

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| <ul style="list-style-type: none">• Design own criteria for a Kodu test table and test final game | | |
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