

Final Outcome: To take part in a board game café afternoon.

**Component 6: To take part in a board game café afternoon.**

**What we will know after this sequence:**

- How to play the games of others in the class.

How to give evaluative feedback to our peers

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**Vocabulary:** Evaluation, positive, constructive, feedback

**SEN:** Teacher support playing games and taking turns, script for feedback



**Component 4: I will play my game in order to modify and evaluate.**

**What we will know after this sequence:**

- What is good about our games
- What can be improved about our games
- How our games need to be modified to make them even better.

**Vocabulary:** modify, improve, evaluate

**How will this feed into my next learning:**

- To modify our games to create a final product.

**SEN:** Support when playing games in groups, support explaining how to play their game.



**Component 5: To modify our games to create a final product.**

**What we will know after this sequence:**

- How to modify a product we have made
- How to ensure a product matches a design brief
- How to present rules as a set of instructions.

**Vocabulary:** modify, adapt, evaluate, final product

**How will this feed into my next learning:**

- To take part in a board game café afternoon.

**SEN:** Teacher support with cutting, rule book template



**Component 3: To name our game and create our logo.**

**What we will know after this sequence:**

- Why a logo is important
- How to create a logo on a computer
- How to design an appealing logo

**Vocabulary:** logo, design, recognisable

**How will this feed into my next learning:**

- I will play my game in order to modify and evaluate.

**SEN:** Time to familiarise with computer app, timer for turn taking



**Component 2: To design rules for our game.**

**What we will know after this sequence:**

- How to create a set of rules for a game
- How to write a coherent set of instructions.

**Vocabulary:** rules, design, instructions

**How will this feed into my next learning:**

- I will name my game and create a logo

**SEN:** Scaffolded rules template to fill in.



**Component 1: To create our board for our game.**

**We should know:**

- How to design a component for a game
- How to create a design using materials
- How to modify a design as we create

**What we will know after this sequence:**

- How to create components from a design
- How to modify designs as we create
- To evaluate the pieces I have made.

**Vocabulary:** adhesive, glue, paper, wood, wool, evaluate, purpose, suitable.

**How will this feed into my next learning:**

- To design rules for our game.

**SEN:** Adult support with cutting tasks, template to design board on

