

**Year 6  
Computing  
Term 5  
Unit 6.5  
Text Adventures**

**Final Outcome: Pupils will play each other's adventures and write a review of the game that they played.**

**Component 4: To introduce map-based text adventures.**

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

- Pupils can map out an existing text adventure.
- Pupils can contrast a map-based game with a sequential story-based game.
- Pupils will understand the different elements of both and how they help gameplay

**Vocabulary:**

Map out, existing, text adventure, elements, story-based game, contrast, sequential, gameplay



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

Pupils will use their knowledge of creating and debugging games to review a game created by their peers

**SEN:** Visual word mat with newly learnt vocabulary. Extra support when explaining the brief and task. Discussion to ensure full understanding.



**Component 5: To code a map-based text adventure with an MND theme**

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

- Pupils can create their own text-based adventure based upon a map.
- Pupils can use coding concepts of functions, two-way selection (if/else statements) and repetition in conjunction with one another to code their game.
- Pupils can make logical attempts to debug their code when it does not work correctly.

**Vocabulary:**

Text-based adventure, functions, two-way selection, repetition, conjunction, code, debug

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

**SEN:** Visual word mat with newly learnt vocabulary. Extra support when explaining the brief and task. Discussion to ensure full understanding.

**Component 3: To complete a story-based adventure.**

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

- Pupils will complete their game
- Pupils will test and debug their game using their plan from the last component
- Pupils will be able to use the full functionality of 2Create a Story Adventure mode

**Vocabulary:**

Test, debug, functionality, adventure, create, mode

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

Pupils will look at map-based text adventures and how they compare to story-based games

**SEN:** Visual word mat with newly learnt vocabulary. Extra support when explaining the brief and task. Discussion to ensure full understanding.



**Component 2: To begin creating a Midsummer Night's Dream theme story-based adventure**

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

- Pupils will be able to use their knowledge of characters and situations from MND to create an engaging and exciting story
- Pupils will recognise that there are different parts to a game
- Pupils will be able to logically split their adventure-game design into sections to begin to create it
- Pupils will use their chosen sections to add to the excitement and suspense of their game

**Vocabulary:**

Test, debug, functionality, adventure, create, mode, split

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

**SEN:** Visual word mat with newly learnt vocabulary. Extra support when explaining the brief and task. Discussion to ensure full understanding.

WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS? Y

SOMEWHERE NEARBY IS A COLOSSAL CAVE, WHERE OTHERS HAVE FOUND FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT ME WITH COMMANDS OF 1 OR 2 WORDS.

(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER) (IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK BUILDING. AROUND YOU IS A FOREST. A SMALL STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.

**Component 1: Looking at text adventures – planning our own story-based adventure**

**We should know:** That there are different forms of computer games. That computer games have different age ranges and audiences. That most computer games have a theme.

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

- Pupils will be able to describe what a text adventure is and give examples
- Pupils will be able to name the key features of a text adventure.
- Pupils will have mapped out their own story-based adventure.
- Pupils will be able to use 2Connect to record their ideas

**Vocabulary:**

Text adventure, story adventure, map out, 2Connect, record, computer game, target audience

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

Pupils will begin to create their game on 2Create a Story using their plan from this component  
**SEN:** Visual word mat with newly learnt vocabulary. Extra support when explaining the brief and task

