



Jerry Clay Academy Subject Unit Overview

Subject: Computing Year Group: 5 Term: Autumn 1

Core Learning of This Unit: We are game developers

- Create original artwork and sound for a game
- Design and create a computer program for a computer game, which uses sequence, selection, repetition and variables
- Detect and correct errors in their games
- Use iterative development techniques.

Prior Learning:

In Unit 1.1: We are treasure hunters pupils programmed physical objects.

In Unit 1.5: We are rhythmic and Unit 2.1: We are astronauts pupils programmed in ScratchJr.

In Unit 2.2: We are games testers pupils were introduced to some Scratch games.

Pupils developed their Scratch programming skills in Unit 3.1: We are programmers and Unit 4.1: We are software developers.

National Curriculum Statements:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

Key Vocabulary:

- Algorithm
- Background
- Bug
- Code
- Debug
- Iterative development
- Logical reasoning
- Program
- Scratch
- Sprite

Significant People

- Alexey Pajitnov – game developer of Tetris
- Shigeru Miyamoto – game developer of super Mario brothers