

### Things you already know:

- To be familiar with games and basic gaming principles such as score systems, lives etc.
- How to operate controls such as arrow keys etc.

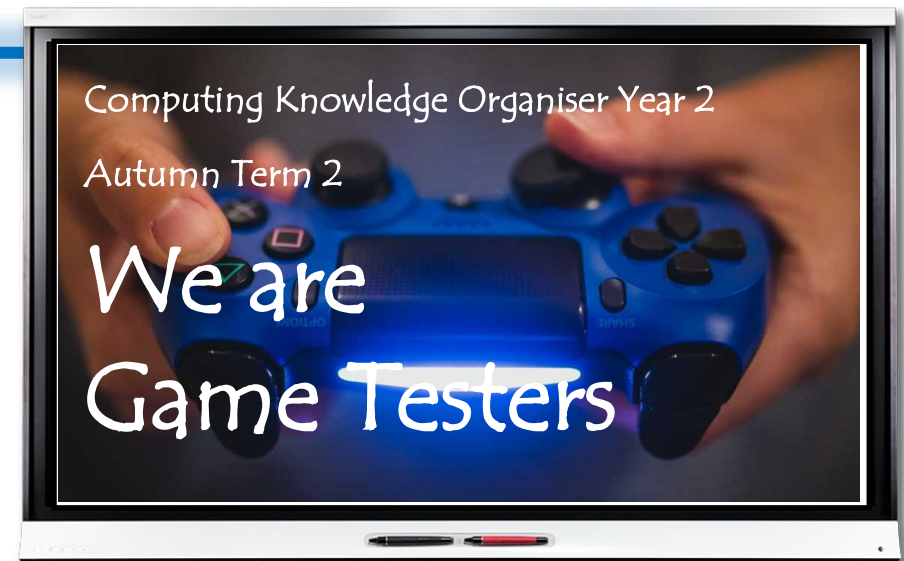
### Knowledge you will gain:

- Knowing what general algorithms games follow.
- Knowledge of the gaming industry and how this comprises of artists, designers, sound technicians, accountants etc.
- Learn to predict game behaviour based on expected algorithms.
- Understand that controls are coded to make things move within a game.
- Know how and why games have ratings and know what the PEGI rating system is.
- How to predict what a program will do based upon the blocks that have been used.
- Know the risks of online gaming such as speaking with strangers, keeping personal data safe and secure.
- Know how to report concerns either to parents, teachers or through the CEOP link on our school website.



### Specific skills/understanding

They will be looking at Scratch coding blocks and identifying how these relate to the game they are playing. This will include finding event controls, so for example 'when left arrow is pressed' and the subsequent coding that follows these event cues.



### Vocabulary

**Algorithm:** a set of instructions or a pattern of things or events.

**Console:** A device designed specifically for playing games.

**Graphics:** Computer-generated images that make up a game.

**Predict:** to guess what might happen based on sensible ideas.

**Rating:** The appropriate age group a game has been made for.

**Variables:** A value that can be changed such as speed or distance.

### Ongoing skill set

Open/close applications, double click for folder navigation and opening files, maximise and closing windows.