

Notional learning hours	10
Level	E3
Preparing for Adulthood pathway	Community inclusion; Independent living and housing
Subject area	Design and technology
Vocational area	Computing
Skill	Ability to learn; IT skills
Learning aim	The learner will develop practical design skills by constructing their own game environment using Roblox Studio.
Learning context	1:1, group activities, practical activity

Learning outcomes What the learner needs to know, understand or be able to do The learner will	Assessment criteria What the learner needs to demonstrate in order to meet the learning outcome The learner can
Set up the workspace to begin construction of a game environment.	<ul style="list-style-type: none"> • Open Roblox Studio and create a new project, either with an existing template or as a blank design • Identify the inventory • Identify the terrain editor
Add or create structures within the game environment.	<ul style="list-style-type: none"> • Create own structures or add structures from the creator store to create an outlined map • Position structures appropriately within the environment • Demonstrate a basic use and understanding of building tools
Place objects and details within the game environment	<ul style="list-style-type: none"> • Add objects to the map to give it more detail (i.e: furniture, trees, cars) • Scale them to appropriate size • Demonstrate an awareness of layout and spacing
Review the completed game environment.	<ul style="list-style-type: none"> • Capture the completed game environment via video recording or screenshots • Identify three features included in the build • Suggest one improvement that could be

Learning outcomes What the learner needs to know, understand or be able to do The learner will	Assessment criteria What the learner needs to demonstrate in order to meet the learning outcome The learner can
	made <ul style="list-style-type: none"> • Explain two things that went well

Assessment methodology	Linked to learning outcomes
Observation checklist	Set up the workspace to begin construction of a game environment.
Labelled product, video or photographic evidence	Add or create structures within the game environment.
Labelled product, video or photographic evidence	Place objects and details within the game environment
Labelled product, video or photographic evidence	Review the completed game environment.