

Notional learning hours	20
Level	2
Subject area	Design and technology
Vocational area	Computing
Skill	Ability to learn; IT skills
Learning aim	The learner will explore Hollow Knight’s art style, atmosphere, and soundtrack, and use these as inspiration to design their own original game character or short animation sequence, supported by a short music snippet.
Learning context	Practical activities, digital skills, planning, organisation, independent research

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
Be able to research and explore the style of Hollow Knight.	<ul style="list-style-type: none"> Identify at least three features of Hollow Knight’s art, sound, or gameplay Collect images, notes, or sketches to show research Use online resources to compare different character/enemy designs
Be able to plan an original game character or animation inspired by the game.	<ul style="list-style-type: none"> Produce a design sheet with the following: character name, abilities/powers, backstory, role in the game (friend, boss, NPC) Explain how the design is influenced by Hollow Knight’s style
Be able to create a digital or drawn version of the design.	<ul style="list-style-type: none"> Use hand-drawing, digital drawing, or animation software to produce a finished design or short animation clip Add colours, shading, or animation movement as appropriate
Be able to compose a short soundtrack snippet.	<ul style="list-style-type: none"> Create a ten-thirty second audio clip that matches the mood of the character or

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
	scene <ul style="list-style-type: none"> • Experiment with at least two different sound types (e.g. dark, eerie, heroic, calm) • Present the final soundtrack alongside the design or animation
Be able to present the finished work.	<ul style="list-style-type: none"> • Share the design, animation, or soundtrack in at least one format (e.g. poster, slideshow, video clip, or live explanation) • Clearly describe how Hollow Knight inspired the design and soundtrack

Assessment methodology	Linked to learning outcomes
Labelled product, video or photographic evidence	Be able to research and explore the style of Hollow Knight.
Labelled product, video or photographic evidence	Be able to plan an original game character or animation inspired by the game.
Labelled product, video or photographic evidence	Be able to create a digital or drawn version of the design.
Labelled product, video or photographic evidence	Be able to compose a short soundtrack snippet.
Labelled product, video or photographic evidence	Be able to present the finished work.