

Notional learning hours	10
Level	E1
Preparing for Adulthood pathway	Community inclusion; Employment
Subject area	Design and technology
Vocational area	Computing
Skill	Ability to learn; IT skills
Learning aim	The learner will plan simple gaming content for an online audience.
Learning context	1:1, group work, planning, practical activity

Learning outcomes	Assessment criteria
What the learner needs to know, understand or be able to do The learner will	What the learner needs to demonstrate in order to meet the learning outcome The learner can
Choose a game, content type and audience.	<ul style="list-style-type: none"> • Select any game • Select a content genre • Consider what audience this would appeal to, including age range • Select a platform for sharing content on • Describe why that platform is the best for the content genre and game choice
Produce a content plan or storyboard with support.	<ul style="list-style-type: none"> • Using any format of choosing, create a content plan or storyboard with support from your tutor • Describe overall topic and theme • Share ideas with support • Estimate a content length • Build a timeline with the support of your tutor or using a template as a guide • Include steps on the content creation itself including any software and tools needed
Identify rules for staying safe online.	<ul style="list-style-type: none"> • Name two rules for staying safe online • Link these into maintaining online safety for content distribution • Explain clearly why they are important and how they protect us in real life

Assessment methodology	Linked to learning outcomes
Record of oral questioning	Choose a game, content type and audience.
Labelled product, video or photographic evidence	Produce a content plan or storyboard with support.
Record of oral questioning	Identify rules for staying safe online.