

Notional learning hours	20
Level	E2
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 develop communication skills by planning gaming content for a specific audience.
Learning context	1:1, group work, research, 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
Identify different types of gaming content.	<ul style="list-style-type: none"> • Identify at least three different types of gaming content • Name one popular platform for each type • Find out about the main audience demographic for each platform • identify if the content is short form, long form or live streaming
Plan gaming content suitable for chosen platform and audience.	<ul style="list-style-type: none"> • Outline the broad demographic of the chosen platform and narrow down to a chosen audience within that range with the support of your tutor • Create at least one content idea that would appeal to that audience and discuss it with your tutor • Create an initial prototype plan with your tutor and include the outlined ideas for the content
Design a final plan and script.	<ul style="list-style-type: none"> • Using any format, create a finalised, fully formed plan for the content • Create a script for narration or for the outline of the content • Name all tools and software required and what part of the process it is used for

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
Express understanding of safe and responsible online behaviour.	<ul style="list-style-type: none"> • Describe three things someone could do to maintain their online safety • Identify three pieces of personal information to protect • Identify two risks of posting content online
Evaluate the final plan and script.	<ul style="list-style-type: none"> • Name two things that were done well • Name two things that could be improved next time • Create a short summary evaluating the final product with your tutor's support

Assessment methodology	Linked to learning outcomes
Record of oral questioning	Identify different types of gaming content.
Labelled product, video or photographic evidence	Plan gaming content suitable for chosen platform and audience.
Labelled product, video or photographic evidence	Design a final plan and script.
Record of oral questioning	Express understanding of safe and responsible online behaviour.
Labelled product, video or photographic evidence	Evaluate the final plan and script.