

Notional learning hours	10
Level	1
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 planning and organisation skills by planning out a simple game environment in preparation to built it.
Learning context	1:1, planning, research, group activities

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
Select a game environment to design.	<ul style="list-style-type: none"> <li>Identify three different types of game environments (i.e: house, shopping centre, farm)</li> <li>Select one type of environment to design</li> <li>Explain why this environment was chosen</li> </ul>
Create a simple plan for the game environment.	<ul style="list-style-type: none"> <li>Using digital art software or drawing by hand, draw out a design plan for the chosen game environment</li> <li>Identify three key areas for the game in the plan</li> <li>Label each area appropriately</li> </ul>
Identify interactive objects needed for the chosen game environment.	<ul style="list-style-type: none"> <li>Name at least three interactive objects the game environment will need (i.e: doors, switches, hiding spots)</li> <li>State the purpose of each object for the player</li> </ul>
Compare the design with one similar game on Roblox.	<ul style="list-style-type: none"> <li>Using Roblox, select one game that has a similar map that is similar to the original design created</li> <li>Name four similarities the two maps have</li> </ul>

## 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

- Name four differences between the two maps

## Assessment methodology

## Linked to learning outcomes

Record of oral questioning

Select a game environment to design.

Labelled product, video or photographic evidence

Create a simple plan for the game environment.

Record of oral questioning

Identify interactive objects needed for the chosen game environment.

Observation checklist

Compare the design with one similar game on Roblox.