

Notional learning hours	10
Level	E3
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 an understanding of game design by exploring how game environments are created using Roblox Studio.
Learning context	Practical activity, 1:1, group 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 key features commonly found in game environments.	<ul style="list-style-type: none"> Identify at least three physical features found in a game environment e.g., obstacles, structures, light sources Explain why each feature is important to the game map Identify where on the map these features may appear
Identify interactive objects commonly found in game environments.	<ul style="list-style-type: none"> Identify at least three objects a player can interact with (i.e: buttons, switches, vehicles) Explain what function each object serves Produce recorded examples of each being used with annotated screenshots or written notes
Identify common pathways a player may take on a game map.	<ul style="list-style-type: none"> Identify at least two pathways or routes a player might choose on a selected game map Explain the purpose of why a player may use each pathway e.g., get to the start

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
	point, complete an in game task
Compare different game environments.	<ul style="list-style-type: none"> ● Select at least two different game maps ● Identify three similarities between the maps ● Identify three differences between the maps ● Describe which map is preferred and why

Assessment methodology	Linked to learning outcomes
Record of oral questioning	Identify key features commonly found in game environments.
Labelled product, video or photographic evidence	Identify interactive objects commonly found in game environments.
Record of oral questioning	Identify common pathways a player may take on a game map.
Record of oral questioning	Compare different game environments.