Coleman Primary School

Key Knowledge Organiser: ***Year 5- Summer 1***

Computing: WE ARE ADVENTURE GAMERS

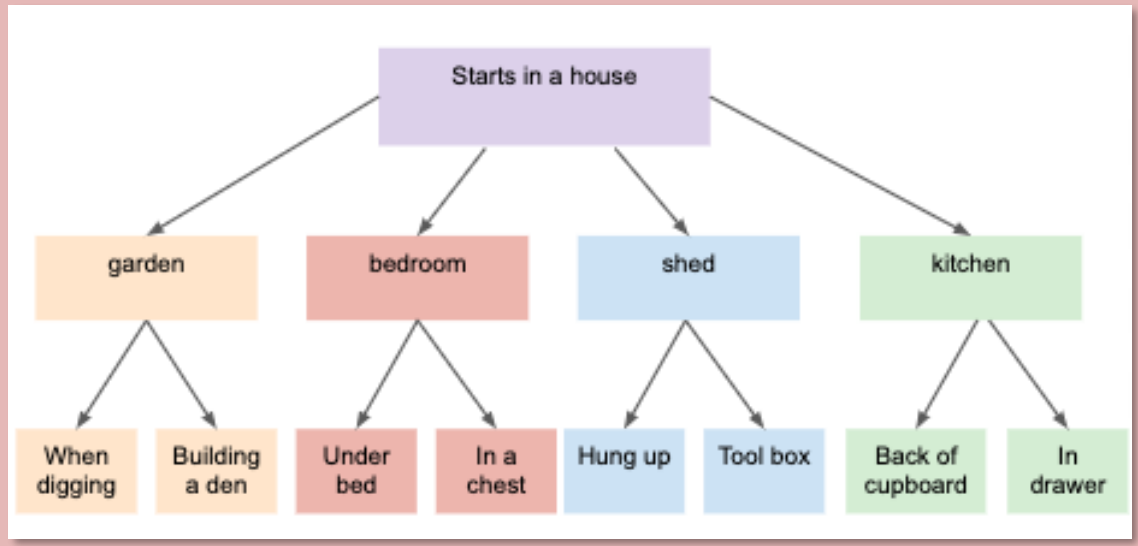
In this unit, pupils create an interactive, non-linear adventure game. They make this as a set of interlinked slides using hyperlinks in presentation software; the player chooses their path. In:

- Session 1 they plan an interactive adventure game
- Session 2 they write descriptions for their game
- Session 3 they source images for their game
- Session 4 they create links between slides
- Session 5 they add audio narration to their game
- Session 6 they test one another's games and give feedback.

Key Vocabulary

Abstraction	A process of managing complexity by setting to the side irrelevant detail and concentrating on function rather than form
Colour value	The amount of red, green and blue light present in a pixel, each on a scale from 0 to 255
Creative commons	Copyright licensing scheme which permits some re-use of content without additional permission, subject to specified conditions
Hyperlink	Text or images that, when clicked, opens another page or moves to another part of the document
MP3	Compressed audio format, making it easy to store and transmit near-CD quality audio files
Pixel	Picture element- one of the small squares that makes up a digital image

Images:



Safe search	Automatic filtering of search results to remove most, if not all, adult and other inappropriate content	

Key skills learnt prior to this unit	Key skills learnt in this unit
<u>Year one</u> • understand algorithms as sequences of instructions and how algorithms are implemented as programs on digital devices • create and debug simple programs • use reasoning to predict the behaviour of simple programs. <u>Year two</u> • understand what algorithms are; how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs. <u>Year three</u> • design, write and debug programs • use sequence in programs; work with various forms of output • begin to use reasoning to explain how some simple algorithms work and to detect errors in programs • begin to understand computer networks including the internet and how they can provide multiple services, such as the World Wide Web <u>Year four</u> • design, write and debug programs that accomplish specific goals • use sequence and repetition in programs; work with inputs and outputs • use reasoning to explain how some simple algorithms work and to detect and correct errors in programs • begin to understand computer networks including the internet and how they can provide multiple services, such as the World Wide Web	● how to plan a non-linear presentation ● to create text as part of a presentation ● to add and edit images in a presentation ● to use hyperlinks for navigation between the slides of a presentation ● to record and add audio narration to a presentation ● to use commenting tools to give feedback on a presentation.