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| **Core Knowledge Map** | | | |
| Subject: Computer Science | Year: 7 | | Term: 2.5 |
| What are we learning? | | | |
| How to edit a 3D environment and create a simple game | | | |
| How will I be assessed | | | |
| There will be a checklist of things you have done, and you will create an evidence PowerPoint with screenshots of your work | | | |
| Big questions: | | | |
| How are 3D worlds generated?  How are characters controlled with code? | | | |
| How does this build on previous learning? | | How will this link to my future learning? | |
| This is a new topic, but will incorporate some skills and knowledge from last half term – what is inside a computer system, along with practicing your computer skills such as using the Keyboard and mouse. | | This topic introduces several programming concepts that will be built upon in future coding lessons, as well as introducing the 3D environment that will be taken further in the creative computing topics. | |
| Core knowledge: | | Key vocabulary: | |
| 2D vs. 3D  Getting around Kodu   * Accessing the menus * Placing objects * Panning the environment   How to create a 3D world using Kodu   * Concept and Design * Materials * Placing landscape items   Creating paths and Navigating a 3D environment  Placing items and creating goals and a story   * Clones * Collectibles   Using flow charts to create your story   * Pages and Selection | | Pixel, Voxel  Length, width, height  Axis  Menu  Graphical user interface (GUI)  Object  Sprite  Character  Variable  Clone  Collectible  Environment | |
| Need more help? | | | |
| 1. [Kodu Game Lab | KoduGameLab](http://www.kodugamelab.com/about/) 2. [Student\_Guide\_Kodu\_Makerspace.pdf (kodugamelab.com)](https://www.kodugamelab.com/resources/Student_Guide_Kodu_Makerspace.pdf) | | | |