

Year 3

Spring

Knowledge Organiser: Computer games



What have I learnt already?

To begin to use a mouse, touchscreen or trackpad accurately.

To select simple tools.

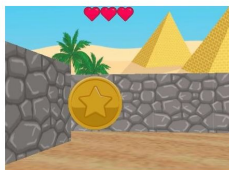
To play a simple drag and drop game.



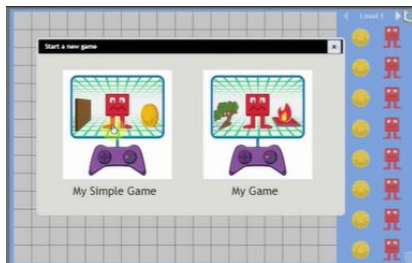
Key Learning:

To **identify** the key features and **structure of a game**

Use this leaflet to help you to plan a fantastically fun game using ZDIY 3D!



To **create interactive games** using simple events and triggers



To **evaluate** a simple game by thinking about what worked well & what could be improved

Key Vocabulary:

Code



A system of signals or **symbols for communication**

Errors



A **mistake**

Interactivity



Communication between a computer and a person

Playability



Can you play on it? How easy is it to access?

Condition...



Statements that **only run under certain conditions** (e.g. IF...THEN...ELSE)