

# Year 4

Spring

## Knowledge Organiser: Computer games



### What have I learnt already?

To identify the key features and structure of a game.

To create interactive games using simple events and triggers.

To evaluate a simple game.

### Key learning

To identify the **key features** in the game structure and narrative.

You will plan your own interactive game. To do this you will:

- Think about **playability** of games and what makes them good
- Identify features you want to include in your own game such as **characters** and **events**
- Identify errors in a **program** and suggest ways to improve **code**

### Key Vocabulary:

Evaluate



**Is this 'good'?** Can it be improved?

Analyse



**To examine** something in detail **to understand more** about it

Detect



To **discover** something

Playability



Identifying the level of difficulty to play a game **e.g. How easy is it to play the game?**

