

Programming—Year 5

Key Vocabulary

Computer game	A game played using a computer, typically a video game.
Customise	Modify (something) to suit an individual or task.
Instructions	Detailed information about how something should be done or operated.
Texture	High frequency detail or colour information on a computer-generated graphic.
Playability	A measure of either the ease by which a video game may be played, or of the overall quality of its gameplay.
Evaluation	The making of a judgement about the value of something.
Interactive	Responding to a user's input on a computer or device
Animation	Creating an illusion of movement

Sticky Knowledge

Simulating a physical system means creating a program where the objects behave as they would in the real world.

Know how you can use variables in a game:

Timer countdown: Create a timer variable and set it to the starting number of seconds. Add a Timer command— add a text object in design view to display this number.

Score: create a variable to store the score, each time the user gains a point, change and display the value of the variable.

Know the importance of evaluation:

Evaluating your game as you make it allows you to think about ways in which it can be improved. Evaluation may also involve the views of other people who play your game.

