Grange Academy
Senior Phase Assessment Overview
2024-25

LEVEL 5 NATIONAL PROGRESSION AWARD IN GAMES DEVELOPMENT

Week/Month	Learning Focus	Homework	Assessment	Coursework Submitted to SQA
13/05/24	Computer Games Design 1: Gaming Platforms Scratch Practice Tutorial	Completion of Gaming Platforms		
20/05/24	Computer Games Design 2: Console Features Scratch Practice Tutorial	Completion of Console Features		
27/05/24	Computer Games Design 3 : Storage of Games Scratch Practice Tutorial	Completion of Storage		
03/06/24	Computer Games Design 4-5: Genres 1 and Genres 2 Scratch Practice Tutorial	Completion of Genres		
10/06/24	Computer Games Design 6 : Design Elements / Catch Up Scratch Practice Tutorial	Completion of Design Elements		
17/06/24	Computer Game Design – Paired Brief Task	Scratch Tutorial		
24/06/24	Computer Game Design – Paired Brief Task	Scratch Tutorial		
19/08/24	Computer Games Design 8.1: Solo Game-Brief Simple			

21/08/24	Computer Games Design 8.1: Solo Game-Brief Complex			
26/08/24	Computer Games Design 8.2: Solo Game-Brief Complex	Game Brief Completion		
02/09/24	Computer Games Design 8.2: Solo Game-Brief Complex	Game Brief Completion		
09/09/24	Computer Games Design 9: Game Design Document			
16/09/24	Computer Games Design 9: Game Design Document			
23/09/24	SCQF Level 4 Multiple Choice			Target Date for Completion of Unit 1 Games Design
30/09/24	Computer Games Media 1: Media Assets Piskel Activities (Sprite Creation) Pixlr Activity (Backgrounds)			
07/10/24	Audacity Activity/Sound Acquisition File Formats Computer Games Media 2: Copyright	Copyright Homework		
21/10/24	Computer Games Media 3: Software Features	Multiple Choice Assessment Homework		
28/10/24	SCQF Level 4 Multiple Choice Assessment			Target Date for Completion of Unit 2 Media Creation
04/11/24	Computer Games Media 4: Media Asset Sourcing			
11/11/24	Computer Games Media 4: Media Asset Sourcing	Completion of Asset Sourcing		
18/11/24	Practice Scratch Tutorials			
25/11/24	Practice Scratch Tutorials			
02/12/24	Prelim Timetable			
09/12/24	Prelim Timetable			

Date	Topic	Homework 1	Homework 2	Target
16/12/24	Prelim Timetable			
06/01/25	Unit 3: Game Development Outcome 1 Own Game Creation			
13/01/25	Unit 3: Game Development Outcome 1 Own Game Creation			
20/01/25	Unit 3: Game Development Outcome 1 Own Game Creation	Scratch Code Reading Questions		
27/01/25	Unit 3: Game Development Outcome 1 Own Game Creation			
03/02/25	Unit 3: Game Development Outcome 1 Own Game Creation			
10/02/25	Unit 3: Game Development Outcome 2 Own Game Test Strategy	Scratch Testing Questions		
17/02/25	Unit 3: Game Development Outcome 2 Own Game Test Strategy			
24/02/25	Unit 3: Game Development Outcome 2 Own Game Test Strategy			
03/03/25	Unit 3: Game Development Outcome 3 Own Game Evaluation			
10/03/25	Unit 3: Game Development Outcome 3 Own Game Evaluation	Scratch Evaluation Questions		
17/03/25	SCQF Level 4 Multiple Choice Assessment			
24/03/25	Unit 3 Catch Up Periods			
31/03/25	Unit 3 Gathering Evidence			Target Date for Completion of Unit 3 Game Development
21/04/25	All Units – Gathering Evidence			