East Renfrewshire Council: Education Department
Practitioner Moderation Template

Prior to the moderation exercise, please complete the following information and submit it to your facilitator with assessment evidence from one learner that you judge to have successfully attained the Es' and Os'.

School Code	
Practitioner Code	
Curriculum Area(s)	ICT/Computing Science
Level	3
Stage(s)	S1
Specific subject (if applicable)	ICT/Computing Science

Experiences and Outcomes:

TCH 3-08b:I can build a digital solution which includes some aspects of multimedia to communicate information to others.

TCH 3-09a: Using appropriate software, I can work individually or collaboratively to design and implement a game, animation or other application.

LIT 3-02a: When I engage with others, I can make a relevant contribution, encourage others to contribute and acknowledge that they have the right to hold a different opinion. I can respond in ways appropriate to my role and use contributions to reflect on, clarify or adapt thinking.

Learning Intentions:

- Pupils will be able to use software to write a program to create a single level of a video game
- Pupils will be able to engage with others, make a relevant contribution, encourage others to contribute and acknowledge that they have the right to hold a different opinion.
- Pupils will be able to use software to design and create a graphic logo for a company.
- Pupils will be able to build a digital solution which includes some aspects of multimedia to communicate information to others.

Success Criteria:

- I can explore and use the features of a variety software and evaluate its use
- I can explore games by comparing genres, rules and scoring system
- I can come up with an idea of a video game which incorporates the key ingredients of a game
- I can plan and design a video game including rules and a scoring system
- I can write a program to create a level for a video game in a programming environment

- I can create and/or legally source media (graphics) for my game
- I can test and evaluate the suitability of my solution
- I can design a website which includes navigation, graphics, text
- I can create a website which includes graphics, text
- I can create a website which some method of navigation.
- I can test my website and correct any errors

Briefly outline the context and range of quality learning experiences that have been provided making reference to the chosen design principles.

Context
S1 pupils have just completed a unit on programming games using a visual language . In this unit they have learned about the process of creating a game using software tools. They have also investigated areas of video games relating to copyright and age ratings.

Pupils will be given the task of setting up a new video games company which will include creating the advertising for the company and their first game. This will include:

- The pupils will be asked to design and create a logo and name for a company.
- The design of the logo will be done in a group situation.
- This will then be created by each pupil independently using the appropriate package (pupils will be allowed to select whichever package they require).
- Pupils will then investigate different genres of games to evaluate which type of game they wish to promote.
- Once this is complete pupils will then design a website to launch the new company and its forthcoming video game, which should include rich media such as sound, graphics and animation.

The pupils will need to show evidence of planning for both the website design and logo design. Once complete the website will be hosted on the local server and pupils will have a chance to evaluate both their own work and the work of others.
Although most of the task will be based on independent work there are points in the task that require collaboration.

Challenge
As the task is open ended pupils can create as simple or complex a game and website as their skills allow. Pupils built on previous skills they had with scratch at home and in primary school to create games with multiple levels, powerups and various scoring systems.

Differentiation
Teacher and peer support were available throughout the task along with pupil workbooks and "How To" videos to allow pupils to achieve success at their own pace

Enjoyment
Pupils had free choice on the type of game, sprites/backgrounds, the complexity of the game and full design/implementation control over their own website.
As all of these were based on their own ideas and designs pupils enjoyed the free choice and the ability to show others their creative output.

Record the range of assessment evidence that was gathered to meet the success criteria (Say, Write, Make, and Do) considering breadth, challenge and application.

At the start of the task the four categories (Say, Write, Do, Make) were discussed with all pupils and the pupils referred to the self-evaluation checklist to identify the evidence as it was generated. The four categories were exemplified with the following:

Say

- Discussing of Genres and ingredients of a game
- Discussing name of video games company and logos (pupil workbook, observation)
- Oral teacher feedback throughout process
- Self / Peer assessment

Write

- Review genres of video game and create and update Game Wiki
- Identifying name for video games company along with reasons (pupil workbook)
- Selecting correct applications to create logo, game and digital solution (pupil workbook)
- Investigating and evaluating genres of video game (pupil workbook)
- Creating an idea for the game (pupil workbook)
- Testing and evaluating digital solution (pupil workbook)
- Self-evaluation (pupil workbook)

Make

- Design of logo for video company (hand drawn design)
- Site structure and wireframe for digital solution (design booklet)

Do

- Create a logo for the video games company including saving in correct format (graphic of LOGO)
- Create and test a game using a graphical programming language using selection, assignment and repetition (fully working game with scoring system)
- Create and test a fully working interactive digital solution (website – printout and observation)

Briefly outline the oral/written feedback given to the pupil on progress and next steps, referring to the learning intention and success criteria.

Teacher Feedback – Verbal feedback throughout project. Written feedback given on pupil evidence and on teacher evaluation grid (traffic lights, 2 stars and a wish)

Peer Feedback – Verbal feedback throughout task by using other pupils to test and comment on logo, computer game and company website.

Self -Assessment - Using traffic lights on self-assessment sheet and evaluating each section of work.

Pupil Voice:
What have you learned? How did you learn? What skills have you developed?

What have you learned?

I've learned how to make a game and a website using Scratch and Webplus.

When I was using scratch I learned about variables, how to move the sprite, how to detect if the cat touched a colour, the broadcast command for hiding or showing objects and how to draw graphics and put them into scratch games and websites.

When I was using webplus I learned how to design a website on paper and then how to create a full website with my own text and graphics about a games company.

How did you learn?

Before I started creating a game the teacher taught us about genres and how to design and create a game. During the project we were allowed access to tutorial books to help with scratch called Puff Collector and webplus using the Sharks booklet. I was also allowed to use the Scratch site on the internet to give me ideas and to help me if I got stuck. I used Google to find out information for my website to help with the environmental page

What skills have you developed?

I have developed good talking and listening skills when I was working in a group about my logo and games company.

I can also create complex graphics using drawplus and know how to export them to other programs.

I have learned how to write programs such as games in Scratch and have learned how to design, test and create websites.

Did the learner successfully attain the outcomes?   **YES**/NO

Part 1- Name for your company

What possible names did you think of for your Company

Planet Gaming
Spacer
Game World

Final name chosen

Game World

Why did you choose this name?

I chose the name 'Game World' because its simple and I could creat a good logo to go with it

Teacher Comment:
Worked with 3 other pupils in a group and came up with good suggestions.
Good turn taking within group for giving ideas and responding to others.

Pupil name:

Teacher Comment:
Excellent design of 4 logos with good discussion with peers on what makes a good logo.

Possible logos for your Video G

GAME WORLD

Game WORLD

GAME WORLD

Final Video Games Logo

GAME WORLD

12/10

Teacher Comment:
Game Logo colourful with large easy to read text. Not an exact match to the design but all elements are present (globe, pointer, name)

Game

World
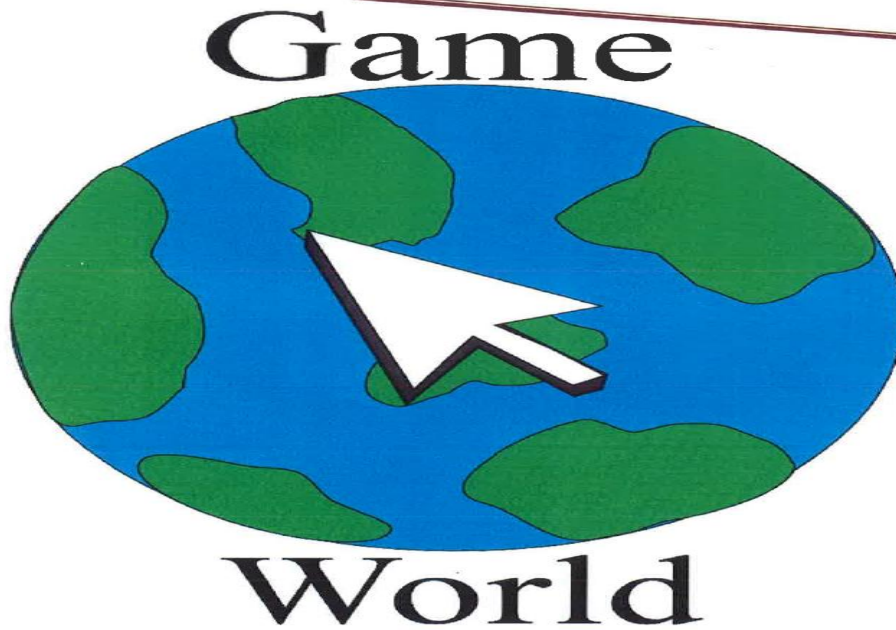
Part 1- Logo for your company

Describe why you think your company logo is good

I Think my company logo is good because its nice and basic but gose well with the name of the company

Which package will you use to create your logo?

Serif drawplus X3

Game Over – Game Proposal

Game Proposal Template

Name of Game	Desert Dash
Target Audience	All ages
Genre(s)	Adventure
Storyline	You are an archaeologist, you decide to rest for a while but 3 thief's steal you backpack, now you have to get it back
Gameplay	The player chases a thief who has taken your backpack; you have to dodge objects by moving your mouse, you character will follow. You can collect fallen treasure to gain points. You have 10 lives
Controls	Your character follows the mouse.
How the game starts	The game starts with 10 lives and 0 points.
How the game ends	If you get your backpack back you win. If you lose all your lives you can never win.
Rules and Scoring System	1 point if you find 1 coin, 2 if you find 2 coins and 3 if you find 3 coins. The player can never stop running, if they lose all lives, they lose.

Self Evaluation

Area of task	I did this well on my own	I could have done this better	I really struggled with this
Original game idea	✓		
Interesting storyline	✓		
Rules that will make the game challenging		✓	

I think I was most successful when ...

I was coming up with an idea because it was quite original.

I would improve next time by ....

Making more challenging rules.

Screenshots of Sprites/Backgrounds

Use print screen on the keyboard then paste and crop your images here
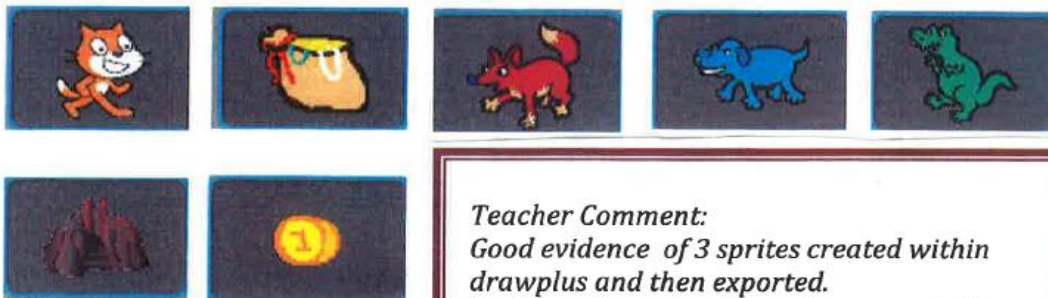

Teacher Comment:
Good evidence of 3 sprites created within drawplus and then exported.
Coins and treasure are easily recognisable and just the right size for your game – Well done!

5
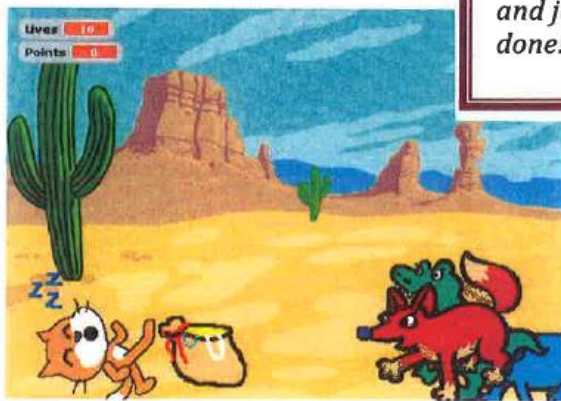
Screenshots of Commands

Use print screen on the keyboard then paste and crop your images here

Teacher Comment:
Excellent program with lots of action going on. I like how you decided to control the adventurer using the mouse

Part 2 – Evaluating your work

How did you test your game?

I tested my game by repeatedly Playing the game over again to make sure ever thing is working like
- The correct stage was on when the game started
- I lost a life when I touched rock
- I gaind a point when I got a coin
- The tresuare bag disappeared when The fox touched it
- After I cought all the baddies it would tell me that I won the game
- If I lost all lives the gae would tell me I lot and stop all
- All the correct sprited where howing at the start and all the other sprites where hiding
- The game starts with 10 lives
- The game starts with 0 points
- The game switched levels

Also, I asked afew clasmates beside me to test the game and tell me if everything was alright.

List of problems creating your game and how you solved them.

- When the green flag was clicked, some sprites didn't show – I soon realised that because I hadn't put the command 'When green flag pressed, show' to some of my sprites, so I fixed it by adding the comand to each of the sprites I need to show at the start

- My point varible wasn't going up when I collected a coin – I oon escover that this was becaue I hadn't duplicated the first coin over again and just keeped adding the in, so to fix this proble I deleted the coin and duplicated the rest off the coin that had points.

- At the end of the game, the sprits saying "You Win" hadn't appeared and were still hiding- this was because I hadn't put in the proper commands so I put the "When I receive 'you win' show" block.

Teacher Comment:
Good list of problems and importantly how you solved them. You need to try and check your spelling before handing in written work but an excellent effort.

Teacher Comment:
You gave a very full description of how you tested your game and it was clever that you asked others to test your program. In real life this is called Beta testing. Excellent work.

Crrioun McLaulin 1@ 7

Complete the Site Layout below.

➢ You must have a minimum of

➢ You must include a page ab
company

Teacher Comment:
Site design good but you missed out the carbon footprint page.
Your design for each page is very good and colourful and you chose a good sized font for reading.

Site Map

1. Put the name of the site on the homepage and a brief site description
2. On each of the other pages give a title, a filename and a brief description of what that page will cover.

Home Page
index.html

About the Sight ☆

Games
About the games

Contract w
How to
Contract us
Phone n'o,
Email ext

Shop
Buying the
games
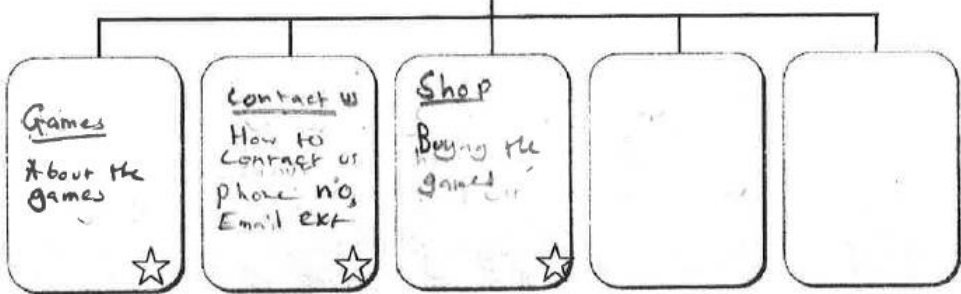
Now you need to design each page in your website. On each page design you must note:

• The position of text graphics and animation

• Navigation (hyperlinks, menus and hotspots)

Page Name Home Page

Banner heading   this will be on the master page
Font Trebuchet
Size 80pt

Picture of Whale shark

Links to Home, Types of Sharks, Locations, Food, Gallery
This will be on the master page

Picture of Great White

Picture of Hammerhead

Text about sharks
Font : Ariel
Size 14 pt
Colour: white
Includes hyperlink to outside website ,

Backgr ound Colour Blue
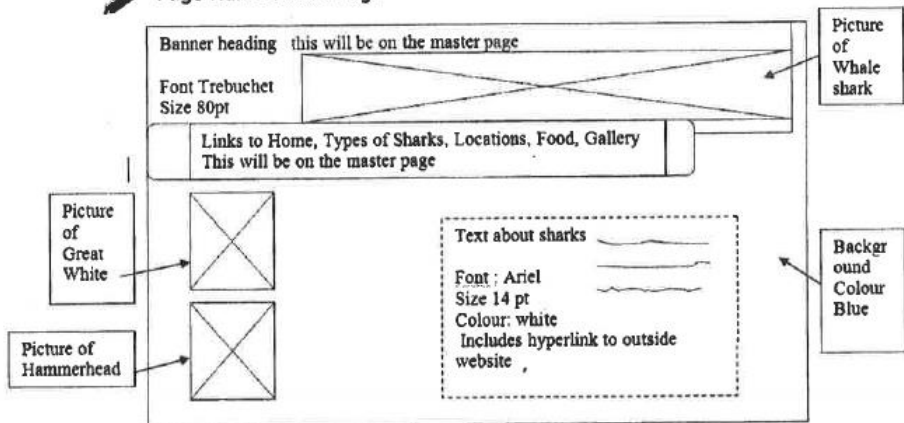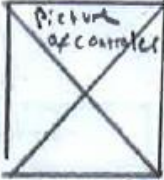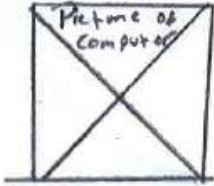
Complete a page design for each page in your website.

Page Name - Home

Banner - This will be on the master page.

Game World

logo

Hyper links - master page
Home ; games ; Contact us ; Shop

Picture of computer

Picture of Computer

Text about us

Font - Arial
Colour - Black
Size - 14
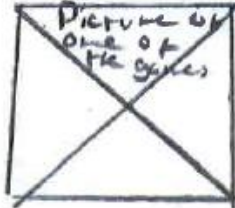
Page Name - Games

Banner - master page

Game world

logo

Hyper links - master page

Information about the games

Font - Arial
Colour - Black
Size - 14

Picture of one of the games

Picture of one of the games

Complete a page design for each page in your website.

Page Name - Contact us
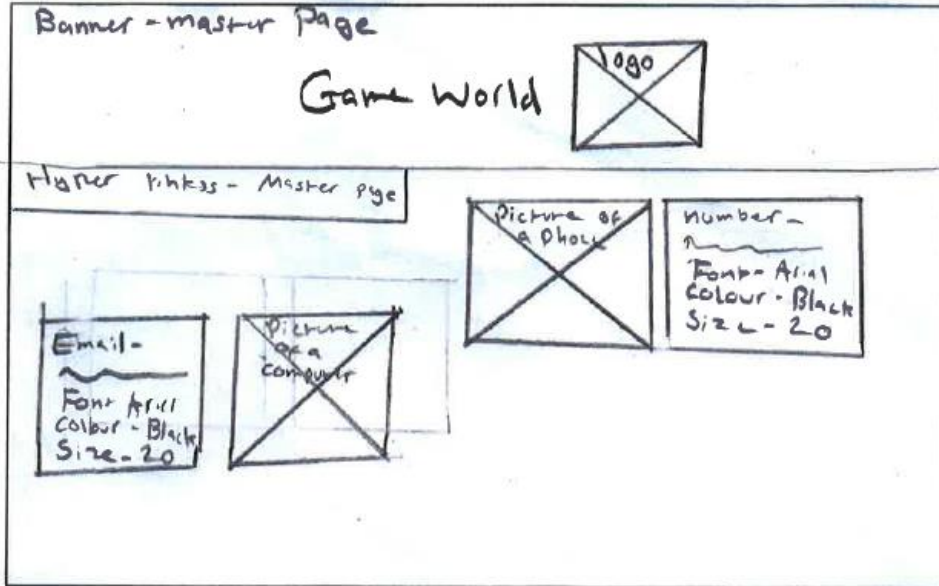
Banner - master Page

Game World

[logo]

Hyper links - Master page

Picture of a Phone

number -
Font - Arial
Colour - Black
Size - 20

Email -
Font Arial
Colour - Black
Size - 20

Picture of a computer

Page Name - Shop

Banner - master page

Game world

[logo]

Hyper links - master page

Picture of game

Price -
Font - Arial
colour - Black
Size - 20

Picture of game

Price
Font - Arial
colour - Black
Size - 20

Picture of game

Price
Font - Arial
colour - Black
Size - 20

GameWorld

Home Games Contact us Shop Carbon foot print
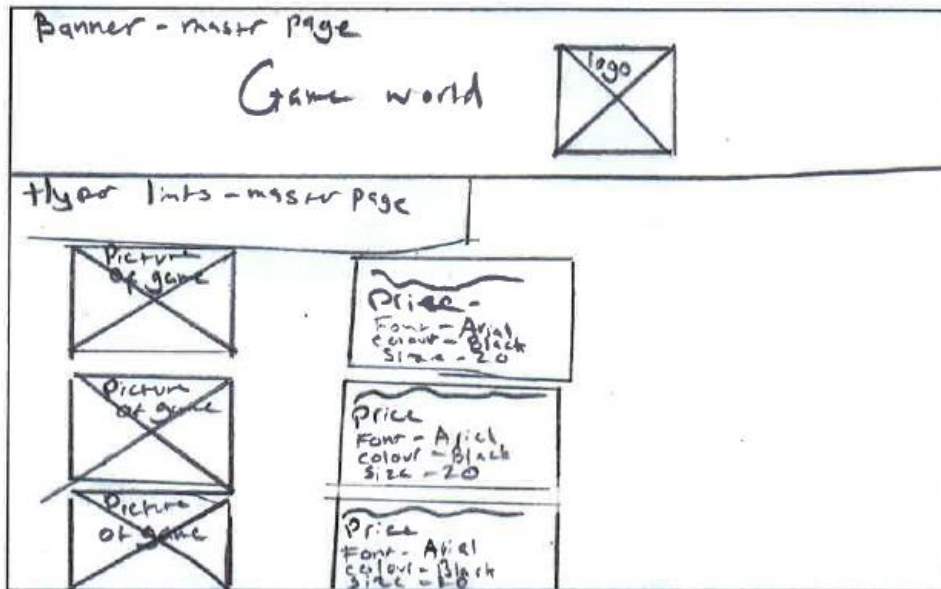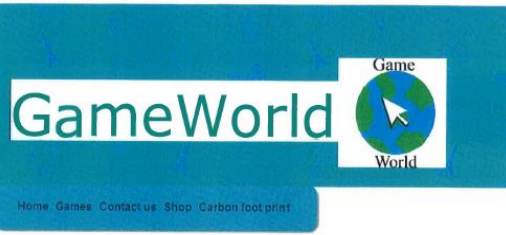
Welcome to Game World! A company that produces games of all genres. We are three girls who create or own original game ideas just from our imagination. We take great care in that our games are fully working, original and the best quality.
Right now we have released three games, "Desert dash", "Dogs Dinner" and "Catch the falling stars".

GameWorld

Home Games Contact us Shop Carbon foot print

We have 3 game available at the moment, Desert Dash, Dogs Dinner and Catch the falling stars.

Each game is exclusive to GameWorld so you wont find it any place else.

GameWorld

Home Games Contact us Shop Carbon foot print
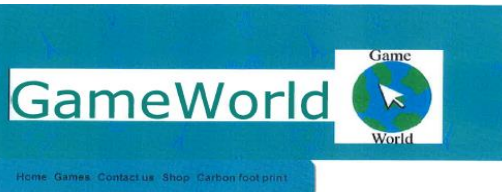
If ant to talk to us or have any problems, please contact us

064578438790

Game.World01@Gmail.com

GameWorld

Home Games Contact us Shop Carbon foot print
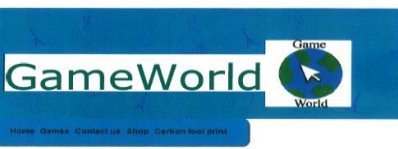
Name: Desert Dash
Price: £7.50
Age: 5+

Name: collect the fallen start.
Price: £7.50
Age: 5+

Name: Dogs Dinner
Price: £7.50
Age 5+

GameWorld

Home Games Contact us Shop Carbon foot print

Carbon

In the game world office, we do lots of things to help the environment for example:
- Our computers turn off in 15 minutes if not in use.
- There I a recycling bin in he office that everyone in encouraged to use
- When designing game we use both ides of the paper#
- When everyone is out the room the light automatically turn off.
Ect...

curriculum for excellent
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Part 3 – Design and Create Digital method of advertising

How did you test the digital method of advertising

I tested my web site by trying what it would be like on internet explorer and cheaking that the following worked:

- Pictures showed up.
- Text showed up
- Hyperlinks worked
- If my banner showed on all pages.
- If my logo showed.

That was I could see how the web site reacted when it was uploaded.

List of problems with the digital method of advertising and how you solved them.

Some problems that I came across where that:

- The banner for the hyperlink I was using aid the word 'Text' over it. – I soon discovered that this was because I used the wrong banner an there was another one that didn't say 'text' that I could use.

Teacher Comment:
Website navigation works perfectly and all text and graphics easy to see. Try and check your spelling or ask others to look at the spelling.

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Pupil Name:

Self Evaluation Sheet

Successful Learner

	●	●	●	Evidence
I can come up with an idee for a video game	1			Part 1 – idea for a game
I can use software to create a level for a game	1			Part 2 – create a single level of your game
I can use a scoring system using variables within a game	1			Part 2 – create a single level of your game
I can create my own sprites and import them into scratch	1			Part 2 – create a single level of your game
I can use loops within my game to control sprites	1			Part 2 – create a single level of your game
I can design a website which includes navigation, graphics and text	1			Part 3 – Create digital method of advertising
I can create a website which includes text and graphics	1			Part 3 – Create digital method of advertising
I can use hyperlinks or nav bars to allow interaction with the website	1			Part 3 – Create digital method of advertising
I can test my website fully and ensure that every page is correct	1			Part 3 – Create digital method of advertising
I can explore and use the features of a variety software and evaluate its use	1			Part 1 – investigate different types of game

Responsible Citizen

I can take responsibility for working to a deadline		1		Part 1 / Part 2 / Part 3
I can make informed choices and decisions	1			Part 1 / Part 2 / Part 3

Confident Individual

I can explore and use the features of a variety software	1			Part 1 / Part 2 / Part 3
I can use create programs to solve a problem	1			Part 1 / Part 2 / Part 3
I can encourage other pupils to be confident learners	1			Part 1 – name for your company

Effective Contributor

I can come up with ideas for games and websites	1			Part 1 / Part 2 / Part 3
I can work well as part of a team and offer advice and help	1			Part 1 – name for your company
I can take part in class discussions and peer evaluations	1			Part 1 – name for your company / Part 2 – evaluate

Star 1 – What I liked about the project

What I liked was that I was able to create my own game.

Star 1 – What I liked about the project

I liked that we were creating a company with other people, that ay we have 3 game instead of 1

Wish – What are my targets to improve?

My target for the future is to work faster.

Pupil Name   Catriona McLaughlin Teacher Evaluation Sheet

curriculum for excellence

Successful Learner

	🟢	🟠	🔴	Comment
I can come up with an idea for a video game after considering genre and available packages	✔			Game Proposal in good detail with all aspects explained
I can use software to create a level for a game	✔			Single level created
I can use a scoring system using variables within a game	✔			Scoring for lives and points created
I can create my own sprites and import them into scratch	✔			Created sprite for coins, bag of gold and end messages
I can control sprites using mouse or keyboard commands	✔			Mouse in forever loop
I can use selection within my game	✔			Checking for sprite collision
I can design a website which includes navigation, graphics and text	✔			Wireframes created and site map
I can create a website which includes text and graphics	✔			Observation and hardcopy
I can use hyperlinks or nav bars to allow interaction with the website	✔			Observation and hardcopy
I can test my website fully and ensure that every page is correct		✔		Spelling errors in website
I can explore and use the features of a variety software and evaluate its use	✔			Observation and booklet

Responsible Citizen

I can take responsibility for working in a group	✔			Observation
I can listen to the views of all pupils in my group	✔			Observation
I can make informed choices and decisions	✔			Observation
I can use graphics and sound in my website and/or game without breaking Copyright	✔			Pupil booklet and screenshots

Confident Individual

I can explore and use the features of a variety software and evaluate its use	✔			Observation and Pupil Booklet
I can use create programs to solve a problem	✔			Observation and Pupil

				Booklet
I can encourage other pupils to be confident learners	✔			Observation
Effective Contributor				
I can come up with ideas for games and websites	✔			Pupil Booklet
I can work well as part of a team and offer advice and help	✔			Observation
I can take part in group discussions and peer evaluations	✔			Observation

Star – What I liked	Wish – What are your targets?
Your adventure game was challenging to play and used multiple backgrounds	Read over your website when you have completed it to check for errors and ask others to check Try change your game to use powerups to make your adventurer faster or to make the enemies freeze for a certain amount of time.