	NPA Computer Games Development Level 6						
Date	Period 1	Period 2	Period 3	Period 4	Period5	Period 6	
10 th June	GD PPT 1 - Course Introduction	GD PPT 1 - Course Introduction	GD PPT 2 – Game Ingredients and Genres	GD PPT 2 – Game Ingredients and Genres	Board Game Practical Work	Board Game Practical Work	
17 th June	GD PPT 2 – Game Ingredients and Genres	GD PPT 2 – Game Ingredients and Genres	GD PPT 2 – Game Ingredients and Genres	GD PPT 2 – Game Ingredients and Genres	Board Game Practical Work	Board Game Practical Work	
24 th June	GD PPT 3 – Gaming Platforms	GD PPT 3 – Gaming Platforms	Programming – Catch the Clown – GM Studio 2	Refugee Week – Darfur is Dying – Click Here	Holiday	Holiday	
12 th Aug	Holiday	Holiday	Holiday	Holiday	Programming – Breakout - GM Studio 2	Programming – Breakout - GM Studio 2	
19 th Aug	GD PPT 4 – Evolution of Games	GD PPT 4 – Evolution of Games	GD PPT 5 – Design Elements	GD PPT 5 – Design Elements	Board Game Practical Work	Board Game Practical Work	
26 th Aug	GD PPT 5 – Design Elements	GD PPT 5 – Design Elements	Assessment - Games Design Outcome 1	Assessment - Games Design Outcome 1	Programming – Breakout - GM Studio 2	Programming – Breakout - GM Studio 2	
2 nd Sep	GD PPT 6 – Game Proposal	GD PPT 6 – Game Proposal	Assessment - Games Design Outcome 2	Assessment - Games Design Outcome 2	Programming – Space Rocks - GM Studio 2	Programming – Space Rocks - GM Studio 2	
9 th Sep	GD PPT 7 – Game Designer	GD PPT 7 – Game Designer	GD PPT 8 – Design Document	GD PPT 8 – Design Document	Programming – Space Rocks - GM Studio 2	Programming – Space Rocks - GM Studio 2	

16 th Sep	Assessment -	Assessment -	1/8 Space Bubbles	1/8 Space Bubbles	2/8 Space Bubbles	2/8 Space Bubbles
	Games Design	Games Design	– Lessons –	– Lessons –	– Lessons –	– Lessons –
	Outcome 3	Outcome 3	Extensions – HW	Extensions – HW	Extensions – HW	Extensions – HW
23 rd Sep	3/8 Space Bubbles	3/8 Space Bubbles	4/8 Space Bubbles	4/8 Space Bubbles	5/8 Space Bubbles	5/8 Space Bubbles
	– Lessons –	– Lessons –				
	Extensions – HW	Extensions – HW				
30 th Sep	6/8 Space Bubbles	6/8 Space Bubbles	7/8 Space Bubbles	7/8 Space Bubbles	8/8 Space Bubbles	8/8 Space Bubbles
	– Lessons –	– Lessons –				
	Extensions – HW	Extensions – HW				
7 th Oct	MA PPT 1 –	Assessment –	Assessment –			
	Legislation and	Legislation and	Legislation and	Legislation and	Media Assets	Media Assets
	Software	Software	Software	Software	Outcome 1a	Outcome 1b
14 th Oct	Holiday	Holiday	Holiday	Holiday	Holiday	Holiday
21st Oct	MA Practical -	MA Practical -				
21st Oct	MA Practical -	MA Practical -				
21st Oct	Images – Piskel and	Images – Piskel and				
	Images – Piskel and Paint.net	Images – Piskel and Paint.net				
21st Oct 28th Oct	Images – Piskel and Paint.net MA Practical -	Images – Piskel and Paint.net MA Practical -				
	Images – Piskel and Paint.net MA Practical - Sounds and Music	Images – Piskel and Paint.net MA Practical - Sounds and Music	Images – Piskel and Paint.net MA Practical - Sounds and Music	Images – Piskel and Paint.net MA Practical - Sounds and Music	Images – Piskel and Paint.net MA Practical - Sounds and Music	Images – Piskel and Paint.net MA Practical - Sounds and Music
28 th Oct	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab
	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical -	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical -	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical -	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical -	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab Assessment –	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab Assessment –
28 th Oct	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab
28 th Oct	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical -	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical -	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical -	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical -	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab Assessment – Media Assets	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab Assessment – Media Assets
28 th Oct 4 th Nov	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical - Storylines - Twine	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical - Storylines - Twine	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical - Storylines - Twine	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab MA Practical - Storylines - Twine	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab Assessment – Media Assets Outcome 2	Images – Piskel and Paint.net MA Practical - Sounds and Music –Music Lab Assessment – Media Assets Outcome 2

18 th Nov	Level Design –					
	Unreal Editor 2					
25 th Nov	Programming –					
	Platformer –					
	GM Studio 2					
2 nd Dec	Programming –					
	Platformer –					
	GM Studio 2					
9 th Dec	Programming –					
	Platformer –					
	GM Studio 2					
16 th Dec	Programming –					
	Platformer –					
	GM Studio 2					
6 th Jan	Creation of game					
	in chosen game					
	engine or language					
13 th Jan	Creation of game					
	in chosen game					
	engine or language					
20 th Jan	Creation of game					
	in chosen game					
	engine or language					
27 th Jan	Creation of game					
	in chosen game					
	engine or language					

3 rd Feb	Creation of game	Creation of game	Creation of game	Creation of game	Creation of game	Creation of game
3 160						•
	in chosen game	in chosen game	in chosen game	in chosen game	in chosen game	in chosen game
- 41-	engine or language	engine or language	engine or language	engine or language	engine or language	engine or language
10 th Feb	Creation of game	Creation of game	Creation of game	Creation of game	Creation of game	Creation of game
	in chosen game	in chosen game	in chosen game	in chosen game	in chosen game	in chosen game
	engine or language	engine or language	engine or language	engine or language	engine or language	engine or language
17 th Feb	Creation of game	Creation of game	Assessment –	Assessment –	Assessment –	Assessment –
	in chosen game	in chosen game	Game Developmen	Game Developmen	Game Developmen	Game Developmen
	engine or language	engine or language	Outcome 1	Outcome 1	Outcome 1	Outcome 1
24 th Feb	Dev PPT 1 – Design	Dev PPT 1 – Design	Dev PPT 2 – Testing	Dev PPT 2 – Testing	Dev PPT 2 – Testing	Dev PPT 2 – Testing
	Document Recap	Document Recap	Strategies	Strategies	Strategies	Strategies
	·	·				
3 rd March	Assessment –	Assessment –	Assessment –	Assessment –	Dev PPT 3 –	Dev PPT 3 –
	Game Developmen	Game Developmen	Game Developmen	Game Developmen	Evaluation and	Evaluation and
	Outcome 2	Outcome 2	Outcome 3 –	Outcome 3 –	Game Review	Game Review
			Design Document	Design Document		
10 th	Assessment –	Assessment –	Assessment –	Assessment –	Assessment –	Assessment –
March	Game Developmen	Game Developmen	Game Developmen	Game Developmen	Game Developmen	Game Developmen
	Outcome 3 -	Outcome 3 -	Outcome 3 -	Outcome 3 -	Outcome 3 – Final	Outcome 3 – Final
	Template	Template	Template	Template	Review	Review
17 th	Catch up time to	Catch up time to	Catch up time to	Catch up time to	Catch up time to	Catch up time to
March	write up or change	write up or change	write up or change	write up or change	write up or change	write up or change
	aspects of pupil	aspects of pupil	aspects of pupil	aspects of pupil	aspects of pupil	aspects of pupil
	evidence	evidence	evidence	evidence	evidence	evidence
24 th	Catch up time to	Catch up time to	Catch up time to	Catch up time to	Catch up time to	Catch up time to
March	write up or change	write up or change	write up or change	write up or change	write up or change	write up or change
IVIAICII				The second secon		
	aspects of pupil	aspects of pupil	aspects of pupil	aspects of pupil	aspects of pupil	aspects of pupil
	evidence	evidence	evidence	evidence	evidence	evidence

31 st	Catch up time to					
March	write up or change					
	aspects of pupil					
	evidence	evidence	evidence	evidence	evidence	evidence