

Curriculum Overview

Subject: Games Development

Year Group: 11



Over the two years students must complete four units which are set by the exam board. OCR have set assignments which we have to follow. Students work their way through the tasks and generally task 1 is research, task 2 in planning, task 3 is the major part where students are asked to do a practical task. Task 4 is normally the review element where they evaluate what they have done in task 3. Unit R081 is the mandatory unit and is an externally based assessment in the form of an examination, usually an hour and a quarter in length. The course we plan is to be delivered over two years, two assignments in year 1 and two in year 2. Students are assessed, internally moderated and then moderated externally by a moderator from OCR. The course is graded at Pass, Merit and Distinction.

TERM 1	TERM 2	TERM 3
KNOWLEDGE/SKILLS Unit 92 <ul style="list-style-type: none"> • Investigate the 2D and 3D software available to create digital games, identifying the capabilities and limitations of each. • Investigate the various types of hardware and peripherals which might be used to create games and play games. • Identify the gaming platform hardware and peripherals used when testing digital games. 	KNOWLEDGE/SKILLS Unit 81 <ul style="list-style-type: none"> • Understand the purpose and content of pre-production. • Be able to plan pre-production. • Be able to produce pre-production documents. • Be able to review pre-production documents. Unit 92 <ul style="list-style-type: none"> • Identify the client's requirements for the digital game to meet the brief. • Consider the target audience and how this will affect the game design, game play, platform and hardware to be used. • Obtain the assets identified in your planning to create the digital game. • Store the assets in a suitable form and location. 	KNOWLEDGE/SKILLS Unit 92 <ul style="list-style-type: none"> • Review how the components of the final digital game work together to meet the client's Requirements. • Explain how and where the digital game could be improved. • Describe areas for further development, giving reasons for your choices.
KEY ASSESSMENTS Half term 1: Written portfolio, externally set by exam board, assessed internally. Half term 2: Written portfolio, externally set by exam board, assessed internally.	KEY ASSESSMENTS Half term 1: Externally set examination (2 hours) Half term 2: Written portfolio, externally set by exam board, assessed internally.	KEY ASSESSMENTS Half term 1: Written portfolio, externally set by exam board, assessed internally. Half term 2: Written portfolio, externally set by exam board, assessed internally.

Extended reading suggestions and external resources:

<https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-award-certificate-j807-j817/>