

Curriculum Overview

Subject: Games Development

Year Group: 10



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
<p>KNOWLEDGE/SKILLS Unit 91</p> <ul style="list-style-type: none"> • Investigate how digital games and game platforms have evolved over time. • Compare the capabilities and limitations of different gaming platforms. • Investigate the characteristics of digital games across different genres. • Explain the game objectives from different digital games. • Describe how the client's requirements will be met in the game idea. • Identify what criteria must be met for the game to be successful. • Identify the target audience and how the game will appeal to them. • Choose one idea and give reasons for your choice. • Identify the design constraints and opportunities for the new game. • Create a proposal for your digital game with explanations of the game components. • Create visualisations for the game. 	<p>KNOWLEDGE/SKILLS Unit 91</p> <ul style="list-style-type: none"> • Review how the components, narratives and game play work together to meet the client's requirements. • Explain how and where the game idea could be improved. • Describe areas for further development, giving reasons for your choices. <p>Unit 82</p> <ul style="list-style-type: none"> • Investigate how and why digital graphics are used in a range of sectors. • Identify the purpose of digital graphics. • Consider the client's requirements and how these are specified. 	<p>KNOWLEDGE/SKILLS Unit 82</p> <ul style="list-style-type: none"> • Consider the target audience for the digital graphic • Decide on a visual style and composition of the digital graphic. • Obtain the assets required for the digital graphic • Re-purpose and store the assets to ensure their technical compatibility with the intended digital graphic. • Review how well the digital graphic meets the client's requirements • Identify how the digital graphic could be improved • Describe areas for further development, giving reasons for your choices.
<p>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.</p>	<p>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.</p>	<p>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.</p>

Extended reading suggestions and external resources:

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