Lesson: 2. Play the "A Journey for Peace" game. Make your own version of the game.	Comic: All comics in the series.
Overview of Key Skills Concepts – 2D mapping, N/S/E/W directions, Skills and process - logical thought and planning/strategising	**Cross-curricular links** English: reading and writing, creative writing Maths: coordinates History: famous people PSHE: **Health and Wellbeing**
Learning Objectives:	- To understand the fundamentals of text-based adventure game design - To understand how a physical area can be represented virtually as a 2D grid - To understand how the number of elements in a grid is determined by (number of columns x number of rows) - To learn by practice – how to use strategy and forethought in order to successfully complete the game - To develop imagination/creative thought by setting up a copy of the game from scratch
Key Teaching Points / Research Opportunities	Revisit binary, low-level languages and high-level languages. Discuss the main points from the comics, with particular reference to **Health and Wellbeing.** Finish discussing your own design for your version of the game. Including place descriptions, objects and sound effects that will be needed to design the game. Complete your design plan and begin setting up the game using "Talking Adventure Game Maker". Play each other's games.
Independent Work	Playing games can help us relax and have fun, but there are programs (or apps) that have been specifically designed to help us relax and to improve our **health and wellbeing**. Check out https://www.headspace.com/ and if possible, try out the app on your smartphone or tablet (if you have access to one). Write a brief review of the app.
Plenary	- How did you find the game? Did you like playing it? What did you like/dislike about it? How could it be improved? - How difficult was it to figure out the design of the game-play, so that players are able to complete the game? - What do you feel that you have learned during this lesson? Now let's try the End-Of-Lesson Assessment.
Resources, including ICT	The "Talking Text Based Adventure Game Maker" software. Planning sheets End-Of-Lesson Assessment Online quiz

Key Questions	● What order of priority did you need to approach creating the game? ● What are the advantages of using sound effects in the game?
Vocabulary	Binary, low-level language, high-level language, Visual Basic, C#, coordinates, instructions, commands, text, adventure, objects, sound effects.
Success Criteria	● Able to understand the fundamentals of text-based adventure game design ● Able to understand how a physical area can be represented virtually as a 2D grid ● Able to understand how the number of elements in a grid is determined by (number of columns x number of rows) ● Able to use strategy and forethought in order to successfully complete the game ● Able to set up a copy of the game from scratch
Assessment Opportunities	● Completed design sheets and accompanying notes ● Completion of own game ● Post-Lesson Assessment sheet and online quiz