

Lesson: 3. Programming your game using Visual Basic.		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 How to program using Visual Basic Fundamentals of programing		Cross-curricular links English: reading and writing, creative writing Maths: coordinates History: famous people PSHE: Health and Wellbeing
Learning Objectives:	<ul style="list-style-type: none"> ● 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 develop imagination/creative thought by setting up a copy of the game from scratch ● To understand key concepts of object-oriented programming 	
Key Teaching Points / Research Opportunities	<p>What have you learned in the previous lessons? What do you know now that you didn't know before we started this project?</p> <p>Now let's take things to the next level!</p> <p>Introduction to Visual Basic:</p> <ul style="list-style-type: none"> ● Forms, Classes and subroutines ● Variables and Arrays ● Buttons and Textboxes ● Conditional Statements <p>A first look at basic location navigation in the program.</p> <p>To be continued in subsequent lessons.....!!!</p>	
Independent Work	Using a copy of the program code, write a brief explanation of each line of code.	
Plenary	<ul style="list-style-type: none"> ● What do you feel that you have learned during this lesson? ● Let's run through some of the key questions for this lesson (see below). ● Now let's try the End-Of-Lesson Assessment. 	
Resources, including ICT	Microsoft Visual Basic Jaws screen-reader Sound effect files Planning sheets End-Of-Lesson Assessment Online quiz	

Key Questions	<ul style="list-style-type: none"> ● What is a Form? ● What are objects? ● What are classes and subroutines? ● What are Buttons and textboxes? ● What are variables and arrays and how do we use them? ● What are loops and how do we use them? ● What are conditional statements and how are they used?
Vocabulary	Binary, low-level language, high-level language, Visual Basic, C#, coordinates, instructions, commands, text, adventure, objects, sound effects, object-oriented programming (oop), form, class, subroutine, button, textbox, object, variable, string, integer, loop, conditional statement.
Success Criteria	<ul style="list-style-type: none"> ● Able to understand classes and subroutines ● Able to understand buttons and textboxes. ● Able to understand variables and arrays and how to use them. ● Able to understand loops and how to use them. ● Able to understand conditional statements and how they are used.
Assessment Opportunities	<ul style="list-style-type: none"> ● Completed explanation of each line of code ● Post-Lesson Assessment sheet and online quiz