

We are adventure gamers

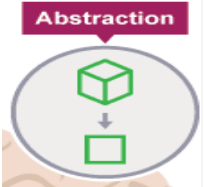
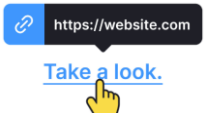
Prior Knowledge

You used presentation software in **Unit 2.4: We are safe researchers**.

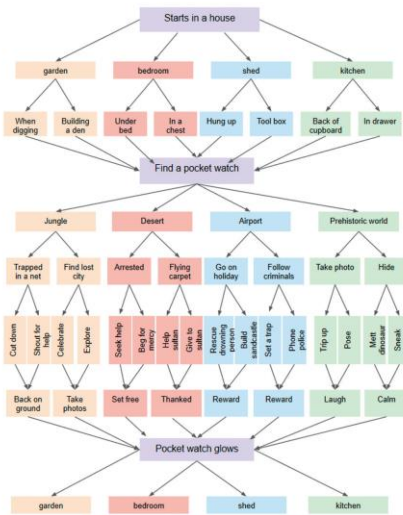
You developed use of presentation software in **Unit 3.3: We are presenters**.

You experienced audio recording in **Unit 3.4: We are who we are** and **Unit 4.3: We are musicians**

Key Vocabulary:

abstraction:		a process of managing complexity by setting to the side irrelevant detail and concentrating on function rather than form	MP3:		compressed audio format, making it easy to store and transmit near-CD quality audio files
colour value:		the amount of red, green and blue light present in a pixel, each on a scale from 0 to 255	pixel:		picture element – one of the small squares that makes up a digital image
creative commons:		copyright licensing scheme which permits some re-use of content without additional permission, subject to specified conditions	safe search:		automatic filtering of search results to remove most, if not all, adult and other inappropriate content
hyperlink:		text or images that, when clicked, opens another page or moves to another part of the document			

Key learning: What makes a good text-based adventure?



Session 1: Planning the story

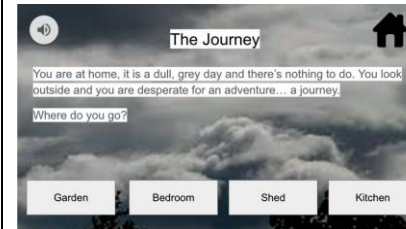
What is a text-based adventure game?



Sessions 3 & 4: Adding images and hyperlinks to the slides

What can we add to a text-based adventure to make it more interesting?

How could we plan our own text-based adventure game?



Session 5: Adding audio narration

Why should we add audio narration?

The old chest

You are looking through your grandparents' chest, it is made from old mahogany and has beautiful, brass hinges. You slowly open chest the hinges creak, the chest is full of pictures of your grandparents in far away places. You also notice something shining; a glint of gold on the floor.

Pick it up

Session 2: Adding text to the slides

How do we link locations together in a text-based adventure?

Could you add a background image and a bit more detail?

Comment

Cancel

Session 6: Adding feedback comments

What makes a good text-based adventure?

Key Applications (apps)



PowerPoint

Next Steps

Pupils will return to collaboratively planning in **Unit 6.3: We are publishers.**