



Eden Park Primary School Knowledge Organiser



Prior Knowledge

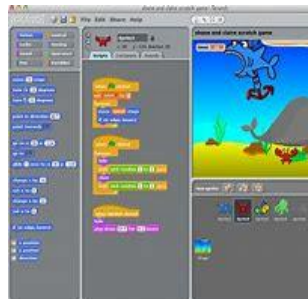
During this enquiry, you will need to use your knowledge from Year four when you used Scratch and swift playground to fix and amend coding.

Here is a reminder of the prior knowledge that you will use:

- designing, writing and debugging programs.
- control and simulate physical systems
- solving problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs
- Work with variables and various forms of input and output

The Powerful Knowledge we will take away from this Learning Enquiry:

- The children will learn how to design their own avatar (sprite).
- They will be designing their own backdrops for differing levels.
- They will make a basic platform game that involves collecting an item to take it somewhere, thinking about the story behind the game.
- They will need to think about graphics, gameplay and how to change the code to make it more difficult.
- They will be writing their own coded instructions their sprite and understand how to test, adapt and debug their game.



Our key vocabulary

Word	Meaning	Image
Gameplay	The tactical aspects of a video game, such as its plot and the way it is played, as distinct from the graphics and sound effects.	
Algorithm	A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.	
Change inputs and outputs	The data that you enter to change the operation.	
Procedures	A series of actions conducted in a certain order or manner	
Programme	A series of coded software instructions to control the operation of a computer or other machine	
Code	The instructions for the programme	
Graphics	Visual images produced by computer processing.	

Key Dates/Facts:

[t2-i-123-history-of-computing-display-timeline- ver 4.pdf \(twinkl.co.uk\)](#)

1950 - The first computer game ever was **Bertie the Brain**. Dr Josef Kates created this computer game in 1950, for the purpose of the Canadian National Exhibition. Bertie the Brain was the first game ever that applied a primitive form of artificial intelligence. Essentially, it was a large scale game of tic-tac-toe.

1962 - Although there are [other earlier examples of computer games](#), most consider the first true computer game or digital game to be "Spacewar!". This game was first played and programmed by [Steve Russell](#). It was released in February [1962](#). The game consisted of two spaceships that maneuvered around a star that pulled at the ships with its gravity. The goal of the game was to avoid colliding with the star while trying to shoot the other

1972 - Pong - The game was originally developed by Allan Alcorn and released in 1972 by Atari corporations. Soon, Pong became a huge success, and became the first commercially successful game, on 1975, Atari release a home edition of Pong (the first version was played on Arcade machines) which sold 150,000 units.

In 1972 Magnavox released the world's first home video game console, the **Magnavox Odyssey**. It came packaged with board game paraphernalia such as cards, paper money and dice to enhance the games.

In 1976, Mattel introduced the first handheld electronic game with the release of **Auto Race**.

1985 - The first model (**Amiga 1000**) was launched in 1985 as a high-end home computer and became popular for its graphical, audio and multi-tasking abilities.

1997 - Obviously you can trace mobile games back to the earliest mobile phones, but mobile games didn't really take off until Nokia launched Snake. Still the most famous mobile game, Snake first appeared in 1997 on the Nokia 6610.

Literacy texts:

The Tear Thief by Carol Ann Duffy (Narrative)

The Sea by James Reeves (Poetry)

Hook and Outcome:

Hook: play a variety of games, maze and platform, old and new and discover how things have changed over time.

Outcome: Invite a class (same year group or different to test games).

Games to be sent as a link onto class TEAMS pages to share with parents and carers.

