



Newton Moore Senior High School
Technology and Enterprise
Year 9 Game Making
Semester 1 or 2
2016



Course Description:

In Year 9, students use visual language and artistic conventions of greater complexity during their design and production process. They document their ideas applying understanding of compositional structure to create a unique personal response, while representing either a theme/concept or subject matter. Students experience, adapt and manipulate materials, techniques, art styles/processes when producing 2D and/or 3D artworks which communicate artistic intention. Resolved artworks are displayed and evaluated, with consideration to personal expression and audience. Students extend their knowledge and use of safe visual arts practice.

Arts Ideas

Students generate arts works that communicate ideas.

Arts Skills and Processes

Students use the skills techniques, processes, conventions and technologies of the arts

Arts Responses

Students use their aesthetic understanding to respond to, reflect on and evaluate the arts

Course Outline

Week	Content
1	Introduction, Rules, Passwords etc Class Rules Discuss school policy on using information systems (school computer use policy), mobile phones at school and accessing social media websites at school. Logging on/Passwords Discuss Historical Games – watch videos and discuss changes over time Game making – Cricket game. Explain rules. Play Cricket game in class. Watch Video – 50 Years of Video Games and discuss how video games change over time depending upon technology, interests, ideas and social pressures. (women, stereotypes, violence etc)
2-3	Task 1 – Video Game Review Explore different video games View the powerpoint - Pacman Hand out and discuss Task 1 Discuss how to reference properly Students to set up headings for powerpoint and complete task.
4-6	Gamemaker Tutorials
7-8	Task 2 – 2D Maze Games

	View Powerpoint example for Task 2 Set Up Slides for Student Powerpoint. Brainstorm for Game Ideas Goals and Aims Target Audience Planning
8-10	Task 3 – Game Construction
11	Acid Music Station and Sony Sound Effects Task 4 - Game Review and Evaluation
12 - 13	Task 5 – Poster Design and Advertising
14-16	Scratch Tutorials for games Creating an original with Scratch Programming
17-19	Logo Programming
20	School Review and survey Explore and critique other games

This course outline may be subject to change, any changes will be communicated to students.

Assessment Outline

Type of assessment	Due Date	Outcomes	Max Score	Weighting
Task 1: Game Review	Week 3	Arts Responses	36	15%
Task 2: Game Design	Week 7	Arts Ideas	30	20%
Task 3: Game Construction	Week 10	Arts Skills and Processes	20	40%
Task 4: Evaluation	Week 11	Arts Responses	10	10%
Task 5: Advertising	Week 13	Arts Ideas Arts Skills and Processes	15	15%
Total				100%

The above weightings are intended to show the importance of each task. The allocation of a grade at the end of a semester is determined based on grade related descriptors issued by School Curriculum and Standards Authority