**Summer Term Project Report 2016**

**Rowan and Cedar**

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**Project**

During this term the children have been working towards answering the Essential Question of ‘How can we as game designers create an awesome game?’

This has included:

English

* Watching ‘Wreck It Ralph’ as a stimulus for Diary writing
* Reading examples of different types of text to help us in our writing
* Using conjunctions, synonyms and adjectives to write an interesting diary entry
* Drafting ideas to show what will be included in a diary entry for Wreck It Ralph
* Writing sentences in the past, present and future
* Presenting writing neatly
* Writing a description of a continent to explain why it is a good choice for a game setting
* Writing an explanation / instructions of how to play different games
* Writing instructions on how to grow sunflowers

Maths

* Telling the time to the nearest quarter of an hour to help characters get to the race on time
* Understanding the links between different periods of time such as day, week, decade, minute and hour etc
* Sorting and grouping different electrical equipment using venn diagrams
* Sorting coins and making different amounts
* Working out how to pay for different apps.
* Adding totals to find out how much money has been spent
* Solving problems involving money
* Solving problems involving position, direction and movement linked to the Scratch Jnr games and coding.
* Measuring the height of different sunflowers
* Constructing simple tables and bar charts

Science

* Learning about electricity
* Working out how different pieces of equipment are powered
* Drawing simple circuits using scientific diagrams
* Predicting whether a circuit will work or not
* Explaining what happened during the experiment
* Planting sunflowers and learning how they grow to help Crazy Dave protect his garden from the zombies

Computing

* Using the internet to find out information about different types of technology through the ages
* Presenting work beautifully using technology
* Coding using the Scratch Jnr app

Geography

* Naming and locating the seven continents of the world
* Learning about physical and human features
* Listing physical and human features found in different continents
* Applying what has been learnt about different continents to design a setting

History

* Sequencing gaming equipment into a time line according to the date it was released
* Finding out information about how, when and why different equipment was invented.

Art

* Creating characters for a game using different starting points as a stimulus
* Improving our work using peer critique for ideas
* Mixing colours to paint a game setting linked to a particular continent of the world

D.T.

* Identifying the features of a game
* Identifying their likes and dislikes about different gaming designs
* Designing and making Hama Bead gaming characters
* Designing a setting for a scratch junior game
* Making a game using the Scratch Jnr app

R.E.

* Learning about how Christians believe the word began
* Ordering events of the creation story.
* Comparing the Christian and Hindu versions of the creation story.
* Making a lotus flower to show what we have learnt about the Hindu creation story

S.M.S.C

* Learning about rules of different games and why rules are important
* Exploring different faith and cultures
* Comparing different parts of the world and deciding how they are similar and different

Secrets of Success

* Trying new things when taking part in the Parkour workshop
* Working hard when writing a detailed Wreck it Ralph diary entry
* Improving our work when completing multiple drafts of writing
* Pushing ourselves to complete work to a high standard

**Experiences to enhance the learning have been:**

A trip to the National Arcade Museum in Nottingham and a Parkour workshop to learn how to move through a gaming level like Mario.

The final project was a convention called YarbzCon where children shared their completed game designs with other pupils in school and their parents. A vote took place to find out which continent of the world was the most popular for a game setting.

In addition to the project your child has also been taught ‘stand-alone’ lessons including- Mini Maths Missions, Phonic sessions, Guided reading, SMSC (Spiritual, Moral, Social and Cultural Education), Physical Education, Music and Singing.