

Year 10 Electronic Game Design Course – Time Plan

Term 1

Week	Lesson	Content Overview	Activity
1	1	Introduction to Course: Tasks overview, expectations and requirements. Practical: Set up student accounts and folders.	Create/reset account passwords; set up course folders and create a shortcut of the shared folder in student's documents. Introduction to Course (tasks overview, expectations and requirements).
	2	Theory: Electronic Game Design Evolution. Practice: Examine different electronic games.	<i>Electronic Game Design Evolution video clip</i> followed by class discussion. Students research electronic games and explain what it is that they like about them visually and the reasons why.
2	3	Theory: Review the Elements and Principles of Design. Practice: Task 1 activity.	Watch the elements and principles of design video clip. Discuss the elements and principles in relation to Electronic Game design. Begin Task 1: <i>Create a PowerPoint Presentation that has at least 10 of your favourite video games (age appropriate). You will need to include screenshots/images with scenes of the games and identify (explain & justify) the Elements and Principles of Design that work together (and which don't) to create the design of those games.</i>
	4	Practical: Task 1 activity.	Continue Task 1: Video Games investigation.
3	5	Practical: Task 1 activity.	Continue Task 1: Video Games investigation.
	6	Practical: Task 1 activity.	Continue Task 1: Video Games investigation.
4	7	Practical: Task 1 activity.	Complete Task 1: Video Games investigation.
	8	Theory: What knowledge and skills do I need have as a Game Designer? Practical: Describe the knowledge and skills that a Game Designer needs to have.	Video(s): <i>-What skills do I need to be a Game Designer.</i> <i>-Making your first game.</i> Activity: Students list and describe the different knowledge and skills that a Game Designer need to have in order to create a game.
5	9	Theory: Review Flash program. Practice: Flash activities.	Review Flash program; create and save a new file; using the workspace (stage, timeline, playhead, layers, panels, tools panel) and the drawing tools to create graphics;
	10	Theory: Flash tools and techniques. Practice: Flash activities.	Reading the Timeline; Review frame-by-frame animation; Using Onion Skinning; Previewing an animation and saving it.
6	11	Theory: Flash tools and techniques. Practice: Flash activities.	Review frame by frame animation. Create an animation 50 frames long, running at 12fps for a total of two seconds.
	12	Theory: Flash tools and techniques. Practice: Flash activities.	Review motion tweening animation; use of symbols; editing the motion path.
7	13	Theory: Flash tools and techniques. Practice: Flash activities.	Review motion tweening animation. Create an animation 50 frames long, running at 12fps for a total of two seconds.
	14	Theory: Flash tools and techniques. Practice: Flash activities.	Review classic tweens animation; troubleshooting classic motion tweens.
8	15	Theory: Flash tools and techniques. Practice: Flash activities.	Review classic tweens animation. Create an animation 50 frames long, running at 12fps for a total of two seconds.
	16	Theory: Action script codes in Flash. Practice: Flash activities.	Part 1: Review the action script codes that students can use for their platform game. Practice the use of action script codes in Flash.

9	17	Theory: Action script codes in Flash. Practice: Flash activities.	Part 2: Introduce the camera action script code that students can use for their platform game. Practice the use of camera action script code in Flash.
	18	Theory: Introduction to Task 2: Create a basic platform game in Flash. Practice: Task 2 activity.	Introduce Task 2: Create a basic platform game in Flash using the Elements & Principles of Design. Students start investigating and drafting ideas for their game.
10	19	Practice: Task 2 activity.	Students start designing a draft of their platform game.
	20	Practice: Task 2 activity.	Students complete their draft design of their platform game.

Term 2

Week	Lesson	Content Overview	Activity
1	1	Practice: Task 2 activity.	Review Task 2. Students start creating their platform game in Flash.
	2	Practice: Task 2 activity.	Students continue with the creation of their platform game in Flash.
2	3	Practice: Task 2 activity.	Students continue with the creation of their platform game in Flash.
	4	Practice: Task 2 activity.	Students complete the creation of their platform game in Flash.
3	5	Theory: GameMaker tools and techniques. Practice: GameMaker activities.	Review GameMaker and its tools and techniques: how to create sprites, objects and a background/room. Demonstrate how to create the “ <i>fruits game</i> ”.
	6	Practical: GameMaker activities.	Introduce how to create different levels. Demonstrate how to create another level for the “ <i>fruits game</i> ”.
4	7	Theory: Introduction to Task 4: Create a basic platform game in GameMaker. Practical: Task 3 activity.	Introduce Task 3: Create a platform game in GameMaker with different levels. Students start designing a draft of their platform game.
	8	Practical: Task 3 activity.	Students complete their draft design of their platform game.
5	9	Practical: Task 3 activity.	Students start creating their platform game in GameMaker.
	10	Practical: Task 3 activity.	Students continue with the creation of their platform game in Gamemaker.
6	11	Practical: Task 3 activity.	Students continue with the creation of their platform game in Gamemaker.
	12	Practical: Task 3 activity.	Students complete the creation of their platform game in GameMaker.
7	13	Practical: GameMaker evaluation.	Students test the games that their peers created in GameMaker and evaluate them.
	14	Theory: Introduction to Scratch program. Practical: Scratch activities.	Students are introduced to Scratch followed by activities.
8	15	Practical: Scratch activities.	Scratch activities.
	16	Practical: Scratch activities.	Students start a mini game in Scratch.
9	17	Practical: Scratch activities.	Students continue their mini game in Scratch.
	18	Practical: Scratch activities.	Students continue their mini game in Scratch.
10	19	Practical: Scratch activities.	Students complete their mini game in Scratch.
	20	Practical: Semester Evaluation.	Students complete the Term Evaluation form and discuss as a class what they liked in this course and what more they would have liked to learn.