

'Switched On' Project

This term, your homework is to become a computer game designer. There will be a small prize for everyone that completes all their homework tasks. Certificates will be awarded for careful and detailed pieces of work. Please complete all of these activities in your brain builder book. If you get stuck, do come and ask! Thank you.

Amount of
help given

Level of
enjoyment

Week 1 (beginning 4th January 2017)



Plan a computer game for 7 - 11 year olds. What will the purpose of the game be? Will you need to collect treasure, coins or points? Will there be a character or characters?

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Week 2 (beginning 9th January 2017)



Think about the character/s for your game - can you as a player personalise these in any way?
Change their clothes, hair, etc. How would you be able to make these changes - by completing levels or earning points?

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Week 3 (beginning 16th January 2017)



Design/make packaging for your computer game - remember it has to be visually exciting for 7 - 11 year olds. Will they want to pick it up and buy it?

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Week 4 (beginning 23rd January 2017)



Design a poster/leaflet/instruction booklet for your game. Remember to use persuasive language - why would children want to play this game?

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Week 5 (beginning 30th January 2017)



Design/make other merchandise. Many other computer games have also got books, comics, 'T' shirts - What would you have for your game?

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Week 6 (beginning 6th February 2017)



Now be ready to face the company director of *GAME* - how would you sell this game to me? Why should I put this game in my shop to sell? Will it attract new customers to my shops?

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