Spotlighted unit

Details on a specific unit of work at the school.

Level	5-6	Title / theme	Bloxels – Healthy Eating Design Challenge

Summary / intention	Students learn about digital systems by designing and programming a Bloxels game related to the cross-curricular priority of healthy eating.

Strands addressed ☐ Digital Systems   ☐ Data and information   ☒ Creating digital solutions

Session	Activity summary	Learning intention	Success criteria	Key resources	Assessment statement
1	**The Healthy Eating Video Game Challenge** Students are presented with the challenge of creating a working video game within the theme of healthy eating. The real-world scenario: *You have been offered a job by Microsoft to create a new line of game for their expanding company.* *They have outlined the following brief for their new game.* • *be engaging for your classmates* • *have a main character* • *have a villain* • *be challenging* *You will need to follow the design process from beginning to end in order for your game to be properly developed and sold.* *The process listed below will be your main heading chapters for your book and must be documented in a book using Book Creator.* 1. *Design* 2. *Create* 3. *Test* 4. *Observe* 5. *Reflect*	WALT understand the challenge (real-world scenario).	I can understand the Healthy Eating Video Game Challenge and create a Game Portfolio which will help me curate resources and document the design process.	Book Creator (or similar)	Students can add a page to their Game Portfolio.

2	Research Assignment Students investigate other designs within Bloxels by playing games within the Bloxels online arcade. They then document their analysis within their Game Portfolio.	WALT conduct research on game design.	I can: play Bloxels games and analyse them (what worked well, what didn't).	https://arcade.bloxels.co	Students add a page to their Game Portfolio.
3	Create-a-Plot Students create a game plot and document it.	WALT create a plot for our game.	I can outline the plot of my game.	Book Creator or Popplet (or similar)	Students create character profiles and a plot schematic for their game.
4	Designing Actions Students design characters on paper – including how the characters will move.	WALT design characters for our game (unplugged).	I can: ➢ Design a character on 13x13 grid paper ➢ Create a design for idle, walk and jump ➢ Colour my design	Book Creator (or similar)	Students add a photo of their designs to their Game Portfolio.
5	Building in Bloxels Students create their Bloxels game.	WALT transfer designs into creations.	I can apply my design by re-creating it within Bloxels and document it.	Book Creator (or similar)	Students add screenshots of their design to their Game Portfolio.