Teaching and Learning Content: Design and Technology
Year Group: 7
Half Term 4

MEADOW PARK
SCHOOL

Topic
Computer Game Character Design

Home Learning:

Students are expected to complete a homework research project over the half term linking to their classwork

Key Questions:	**Diagnosis**
● What do I need to consider when designing a games character? ● What different features do existing games characters have? ● What is a Pegi rating? ● How do I use a CAD program? ● How does 3D printing work?	● Retrieval activities ● Mini whiteboard activities
	Therapy
	● Teacher Demonstration ● DIRT tasks ● Peer to peer support ● Whole class feedback
Students will:	**Testing**
● Be able to produce an interesting and original character for a computer game. ● Be able to draw character using CAD (Sketchup). ● Be able to successfully print character using 3D printer.	● Students will be assessed on the quality of their practical outcome (use of tools and equipment in a safe and effective way).