

Projects include:



Campaign to protect endangered animals (Y7)



Boost profits for an extreme sports business (Y7)



Create a website for rock band **The Shakes** (Y8)



Design a computer game for **GamePlan IT Ltd** (Y8)



Crush cybercrime at the Digital Detectives Agency (Y9)



Design a new theme park ride (Y9)

Flexible projects for Key Stage 3

SMART @ICT

This series includes:

- Creative lessons on programming and new technologies
- Real-life scenarios that will engage students in ICT
- Great support for non-specialist ICT teachers
- Everything you need to deliver lessons - a great time saver

1. Pick a Pack



2. Install a Pack



3. Start a project



SMART

LEARNING



SMART @ICT



A creative, **engaging** approach to developing and applying ICT skills at **Key Stage 3**.

Can your **Year 7s** increase the **profits** of a skate and ski shop business?

How will your **Year 8s** work as a team to launch a new **computer game**?

What **creative** ideas for a new theme-park ride can your **Year 9s** produce?

Choose from the following Packs:

Year 7

Pack	Content	Skills Focus
Game On!	Build, evaluate and improve a Pacman style game using programming software (Scratch).	Programming skills
Endangered Animals	Help <i>PEAT</i> , a charity working to protect endangered animals, to create an effective leaflet and podcast campaign.	Designing a leaflet and podcast
Moving On Up	Explore some key e-safety principles and how to use a VLE.	E-safety and using a VLE
Murder Most Horrid	There's been a murder at <i>Looneyville School</i> . Can your database skills help the police solve the crime?	Manipulating and analysing data
Extreme Sports	Increase profits for <i>Sid and Suki's Skate and Ski Shop</i> using spreadsheet modelling and a media advertising campaign to boost sales.	Financial modelling and marketing
Where I Live	Create a presentation about your home town with interactive features that's appropriate for a target audience.	Creating multimedia presentations
Bizarre Facts	The Internet is full of bizarre facts. This Unit develops the analytical skills required to distinguish fact from fiction.	Analysing and evaluating information

Find out more and download free lessons at:

Digital Skills Packs

1. Pick a Pack

2. Install a Pack

3. Start a project

Digital Skills Packs install straight onto a shared network to provide a whole host of engaging resources ...

Student resources:

@ Inspiring lesson content including:

- Animated openers
- Interactive games
- On-screen skills demos
- APP and learning objectives
- Worksheets and supporting resources
- Homework suggestions

@ End of Unit assessment tasks

The Digital Skills Packs provide between 5–12 lessons that combine to deliver a project or theme. At the end of these lessons, students can complete an Assessment activity to apply the ICT skills developed throughout the Unit.

Teacher resources:

- @ Lesson plans with lots of support for non-specialist teachers
- @ Model answers
- @ Answer sheets
- @ Planning and mapping documents
- @ Image bank

Year 8

Pack	Content	Skills Focus
GamePlan IT	Work as a team to research and test a design proposal for a computer game that encourages healthy eating.	Researching, planning and programming a game design
Jump On The Bandwagon!	Plan, create and evaluate a website that promotes new rock band <i>The Shakes</i> .	Planning a website project and using Dreamweaver
Mind Your Own Business!	Work as a team to execute a marketing strategy for a new computer game. Tasks include project planning, video-conferencing, graphic design, video advertising, pod-casting and media research.	Working as a team to plan, create and deliver a marketing campaign
Band Manager	Help new rock band <i>The Shakes</i> create their business plan to get their show on the road to stardom!	Developing and interrogating a financial model and presenting findings
Information Superhighway	Take the ICT challenge! Create and present a learning aid for Year 7 students. Who will make will make the best presentation?	Evaluating and presenting information for a specific purpose
Environmental Tourists	Help <i>Go Green</i> , an environmentally friendly travel company, provide their customers with more accurate information.	Collecting and analysing data, using RSS feeds, Google Earth and presenting information

Unit 8.5

GamePlan IT

Tutorial 1: Dream designs

Student Content, Unit 8.5, Lesson 1

Unit introduction

Watch Opener 1 as an introduction to this unit.

This unit is all about the process of designing a computer game for a specific audience – children aged between 5 and 9 years. The theme of the game is the importance of eating five portions of fruit and vegetables a day.

Working in a small team, you will research classic and modern computer games, create and use questionnaires, and design all the game elements. Finally, you will be required to put together a game design proposal for a computer games company – GamePlan IT.



Unit learning objectives

In this unit, we are learning to:

- Work as part of a team
- Use digital-based research techniques
- Create and use questionnaires in Microsoft Excel
- Design game elements using Scratch software
- Write a game design proposal

In this tutorial, we are working on the following APP Assessment Focuses:

AF1

- Level 5 – Plan and develop structured solutions to problems which use a combination of ICT tools and techniques
- Use criteria to evaluate the quality of solutions, identifying movements and refining your work
 - Identify benefits and limitations of using ICT both inside and outside school
- Level 6 – Plan and develop solutions which show efficiency and integration of ICT tools and techniques
- Use criteria and feedback to improve the effectiveness and efficiency of solutions



8.5 Unit introduction: GamePlan IT

UNIT



Animated Opener



Looking for VLE content?

The Skills Packs are also available in a SCORM-compliant format. If you'd prefer to install content into a VLE (instead of a shared network) please contact us for further information on: 01223 477550.

Year 9

Pack	Content	Skills Focus
Digital Detectives	The <i>Digital Detectives Agency</i> is hiring. Do you have the skills to help them to crack down on cybercrime?	E-safety, spotting scams, data and software protection and safe social networking
Mayhem Manor	Plan and design a new ride for <i>Mayhem Manor Theme Park</i> and present a complete proposal to the management board.	Planning, designing and refining a control system, financial modelling and presenting information
World Citizens	Find out what life is like for students around the world. Collect, analyse and present the data, reflecting on your findings.	Planning, data collection and analysis and presenting information
Time Machine	Events company <i>Time Machine</i> need help with their company systems. They need the works – project planning, a contact database, financial models and promotional materials!	Solving problems independently using appropriate ICT solutions

Smart Skills Builder ICT Digital Skills Packs

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SIDP73	7.3 Endangered Animals	Designing a leaflet and creating a podcast	7	£108.50	£133.00			£21.70	£26.60	
SIDP74	7.4 Extreme Sports	Financial modelling and marketing	8	£124.00	£152.00			£24.80	£30.40	
SIDP75	7.5 Murder Most Horrid	Exploring databases	5	£77.50	£95.00			£15.50	£19.00	
SIDP76	7.6 Game On!	Sequencing instructions and creating computer games	6	£93.00	£114.00			£18.60	£22.80	
Year 8										
SIDP81	8.1 Environmental Tourists	Datalogging and information systems	8	£124.00	£152.00			£24.80	£30.40	
SIDP82	8.2 Jump On The Bandwagon!	Website authoring and design	6	£93.00	£114.00			£18.60	£22.80	
SIDP83	8.3 Information Superhighway	Searching the Internet and collecting information	6	£93.00	£114.00			£18.60	£22.80	
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SIDP85	8.5 GamePlan IT	Sequencing instructions and game design	6	£93.00	£114.00			£18.60	£22.80	
SIDP86	8.6 Mind Your Own Business!	Planning, marketing, podcasting and video editing	8	£124.00	£152.00			£24.80	£30.40	
Year 9										
SIDP90	9.0 Digital Detectives	Spotting scams, data and software protection, safe social networking	8	£124.00	£152.00			£24.80	£30.40	
SIDP91	9.1 Mayhem Manor	Control, modelling, presenting, desktop publishing, ePortfolios	12	£186.00	£228.00			£37.20	£45.60	
SIDP92	9.2 World Citizens	Communication, collecting information, web design, databases, reports	11	£170.50	£209.00			£34.10	£41.80	
SIDP93	9.3 Time Machine	Modelling, databases, researching, desktop publishing, mail merge	12	£186.00	£228.00			£37.20	£45.60	
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