BAFTA Young Game Designers
Introduction Teacher Pack: Key Stage 3

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Introduction
This pack links sections of the National Curriculum KS3 to Games Design activities that can be taught within existing lessons in your own classroom.

Links to the National Curriculum: Key Stage 3

NARRATIVE
What's the story, how do you progress in the game?

Use an existing English set text as the starting point for the creation of a game idea.

English: Reading
Read critically through: studying setting, plot, and characterisation, and the effects of these.

English: Reading
Understand increasingly challenging texts through: knowing the purpose, audience for and context of the writing and drawing on this knowledge to support comprehension.

MECHANICS
How do you play and interact?

Explore Gameplay with your pupils.

Computing
Understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally; create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.

ART & DESIGN
What does the game look like?

Ask pupils to create artwork for their game idea.

Art & Design
The national curriculum for art and design aims to ensure that all pupils: produce creative work; explore their ideas and record their experiences; become proficient in drawing, painting, sculpture and other art, craft and design techniques.

AUDIENCE
Who is the game for?

Ask your pupils to write a pitch for potential players of their game.

English: Writing
Writing for a wide range of purposes and audiences.

BAFTA 'Design-A-Game' Worksheet

Your Names:

Team Name:

Game Name:

NARRATIVE
What's the story, how do you progress in the game?

ART & DESIGN
What does the game look like - the character(s), locations, levels?

MECHANICS
How do you play and interact?

AUDIENCE
Who is the game for?

Don't forget to check out the YGD website for more resources and sign up
to the newsletter for up to date information: **www.bafta.org/ygd**

Narrative
What's the story?

Goal   What's the ideal end result for the main character?
Conflict   How do 'good' and 'bad' confront each other?
Protagonist   Good – who or what is the main character?
Antagonist   Bad – who or what is working against main character?
The World   Where is this story set?
Resolution   How does the main character achieve their goal?

⭐ GOAL

💀 CONFLICT

💀 CONFLICT

🙂 PROTAGONIST

😠 ANTAGONIST

🌍 THE WORLD

♡ RESOLUTION

Art
What does it look like?

Draw and present a character or background.

Mechanics
How do you play & interact?

Discuss the Gameplay types and select those that apply to your game.

MECHANIC	GAMEPLAY
Avoiding Unkillable Objects	Objects that you can't touch, destroy or move
Game Repeats Until You Die	Keeps going until you die or just repeats upon completion
Repeat Pattern	Repeat a series of given steps
Forced Constant Movement	You can't stand still at any point
Block Puzzles	You move standard sized objects around in a specific way
Big Gains for You Can Be Big Gains for Enemy	The more points you take the better position your enemy will be in also
Block Path	You don't directly fight your enemies but instead try to block their movements
Information Overload	Lots of information provided, and you make sense of it to make good moves
Switch Modes	You constantly switch between two (or more) modes to effectively fight or move
Bouncing Object	You can't control an object, but can try to direct its path
Gravity	Objects are pulled either in a certain direction or towards certain objects
Mouse Dexterity	You must move the mouse in a specific way without making errors
Spinning Plates	Your attention is split between multiple simultaneous objectives
Squad	Control multiple characters that must work together to achieve an objective
Jumping	Jump from one platform to another without falling
Timed	Achieve a task within a time limit
Protect a Target	Stay alive *and* protect a target from enemies
Undirected Exploration	You have a large map and can wander, but obtaining items will help open up areas
Bullet Hell	You're surrounded by a large number of enemies/deadly objects
Brawling	You have several different types of attacks to use against one or multiple enemies
Dialogue Tree	When you talk to other characters, they select one of many possible things to say
Building	Place different types of building blocks anywhere in the world to construct objects