

Session 2

Topic	Location
Introduction into C# Beginnings into Game Design	In Person Virtual

Prerequisites

It's a good idea to consider what students have already done that will help them in this lesson. Does this lesson tie in with any previous work? Is it part of a sequence of lessons? Even if this is the first lesson in a sequence, do you expect any prior knowledge, perhaps from previous years?

The student should have completed the homework that was assigned to them (the programming assignment and the favourite game list).

What do I need to know?

This is especially important if you are developing the lesson plan for your department. Teachers who are still relatively new to computing need to know the level of skills and understanding they have to have in order to teach the lesson effectively, and this information is not always clear when you look at the activities.

- Basic game design
- C# convention
- C# Programming

Resources

- Visual Studio
- Powerpoint

Objectives

To give the student a basic insight into the first stages of game design. The student should also be involved with the basic C# conventions and syntax. There should also be some lessons on how to think programmatically.

Assessment

The student will be given another programming task to do during their absence. The student will also start making a list of ideas that they would like a game around to discuss in the next session. The student should also be able to repeat the things that they have learnt.

Session Plan

Time	Activity	Assessment opportunities
10m	Checking and discussing assigned work	Continued in next assessment
20m	Introduction into basic game design	The student will begin compiling a list of what they want in their game
20m	C# inputs & recap	Will be assessed in the assigned homework
10m	C# Syntax & conventions	Will be assessed in all other assigned works
10m	Assigning and discussion of new work	Will be required to reproduce previously taught items

Homework

The student will be given another programming task to do during their absence. The student will also start making a list of ideas that they would like a game around to discuss in the next session.

Intended follow on

The next session we will begin entering the world of Unity. We will also do another recap on functions, visibility, inheritance and classes. We should be able to make a basic adventure game.

Session Details

Activity	Completed
1	
2	
3	
4	
5	

Start Time:	
End Time:	
Total Time:	
Signature:	