

Teachers Notes: User Experience Activity from **CODE RAE**

Course Name	Session length	Date	Venue	Tutor
User Experience	40 minutes			

Session Aim

Students will use their understanding of a game's requirements to design the player keys strokes and add documentation.

Session Objectives

Students will be able to identify 1 potential problem with documentation missing from a game.
 Students will be able to choose key strokes in line with their decision on documentation.
 Confident learners will be able to explain further reasons for the importance of documentation.

Curriculum points covered

- **design**, write and debug programs that **accomplish specific goals**, including **controlling** or simulating physical systems; **solve problems by decomposing them into smaller parts**
- select, use and combine a variety of software (including internet services) on a range of digital devices to **design** and create a range of programs, systems and **content** that **accomplish given goals**, including collecting, **analysing**, **evaluating** and **presenting data** and information

Time	Page	Activity	Further Notes
5	Start	Introduction	Explain the task – read the blurb - and see if any of the students know what a Simple Simon game is. Explain this is about designing the way the game looks.
10	Page 1	Try to work out how to use a badly designed game. Worksheet questions 1-4. Question 4 is an extension question so they may not complete this.	There is an embedded scratch project in the page which has all the code written already for a Simple Simon game, but has been designed so badly it is quite unusable. Ask the children to click around and try to make sense of it, and as they do fill our worksheet questions 1-4.
10	Page 2	Change the design to make it playable by moving the shapes and changing the colours. Worksheet questions 5-7. Q 7 is an extension question.	In the embedded scratch project, they can move and change colour in design mode, and then go to play mode to test. Answer questions 5 – 7.
10	Page 3	Play the version written by the boss, compare and reflect. Worksheet Q8-14. Q14 is an extension .	In this they reflect on their design choices and try out an exemplar design to compare.
5		Plenary. Summarise activity.	Ask directed questions from the worksheets. Ask if they feel they designed a better game on their fingers from Fingers 0-5 (5 being brilliant).