

Teachers Notes: Documentation Activity from CODE RAE

Course Name	Session length	Date	Venue	Tutor
Documentation Lesson in 2 parts	40 mins + 40 mins			
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				
<ul style="list-style-type: none"> 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 get the students to have a buddy prepared to play their game.
10	Page 1	1 player instructions	Add your key strokes to the 1 player game. For any children who don't understand what they are trying to achieve, they can go to Page 2 and play the game that is completed, then back to Page 1.
5		Swap 1: get your partner to try your game	
5		Swap 2: try your partners game	
10		Do worksheet 1	The first worksheet has 4 questions.
	Page 2	Extension: Play my game and extension question.	Q 4 is an extension.
5		Plenary	Summarise. Ask if they feel they designed the game with good keys on their fingers from Fingers 0-5 (5 being brilliant).
		Or carry on...	
2		Recap on last lesson.	This time we are adding a second player's keys.
10	Page 3	2 player instructions	Add key strokes for both players A and B. For those who need help, try the example on Page 4.
5		Swap 1: get your partner to try your game	This time don't give away the key strokes.
5		Swap 2: try your partners game	Alternatively try the example on Page 4 if you do not have partners.
5	Page 5	Add instructions	Repeat the adding of key strokes, it should be quick this time, and then add some brief text to say what to do. Test it.
10		Do Worksheet 2	The worksheet has 8 questions
	Page 6	Extension: Play my game and extension question.	Q 8 is an extension
3		Summarise. Fingers 0-5	Ask directed questions from the worksheets. Ask if they feel the documentation made a difference to how they designed the game. Fingers 0-5 (5 being a big difference).