






ADA THE GAME

EQUIPMENT

Ada Values

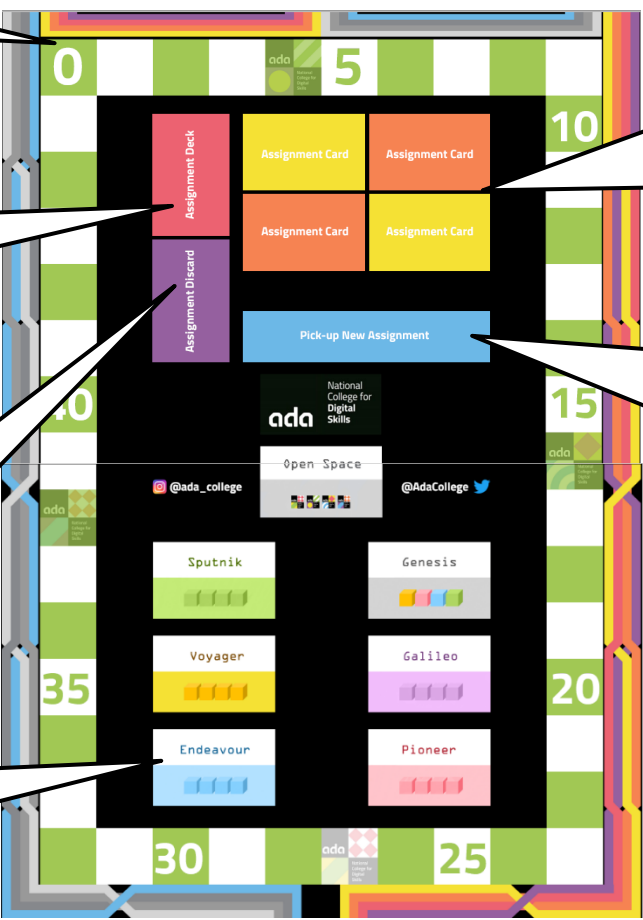
You need to collect Ada values in order to complete assignments and achieve your **BTEC Level 3 Diploma in Computing** or your **BTEC Level 3 Extended Diploma in Computing**.

The Ada values are:

Curiosity	
Creativity	
Collaboration	
Rigour	
Resilience	

You collect Ada values by placing your period counters in one of the classrooms or by completing assignments.

Game Board



All player tokens start here

When an assignment is picked up, it must be replaced from the deck

If a player places a period counter in the pick-up area they can also replace all the face-up assignments and then pick one

Players must place their tokens in classrooms to collect Ada values

Players can pick up assignments that are face up if they have placed a period counter in the pick-up zone

Players must place one of their period counters in this area to collect one of the face up assignments

Period counters

At Ada there are 6 periods in the college day:

Period 1	09:30 – 10:30
Period 2	10:30 – 11:30
Period 3	11:45 – 12:45
Period 4	12:45 – 13:45
Period 5	13:45 – 14:45
Period 6	14:45 – 15:45

Period Counters:



Player Token:



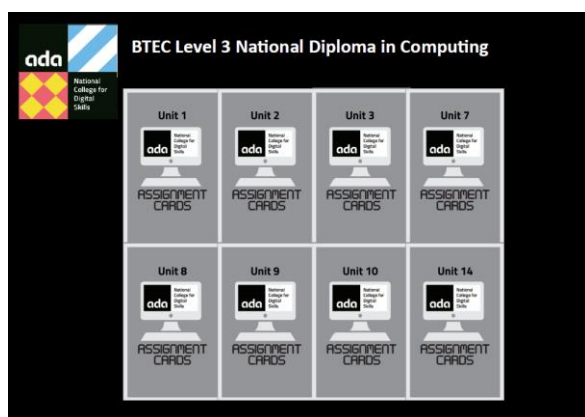
At the start of the game you will be given 6 period counters that you can allocate, 1 player at a time during each round.

There are 6 rounds of the game, one for each half term at the college.

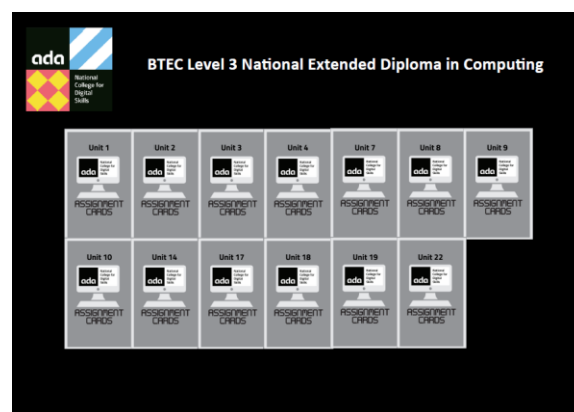
Student Mat

At the start of the game each player will pick a student mat. There are two options available:

BTEC Level 3 Diploma in Computing



BTEC Level 3 Extended Diploma in Computing



Your goal is to complete all the assignments by collecting the cards that match the gaps on your mat.

Ada Achievement Points

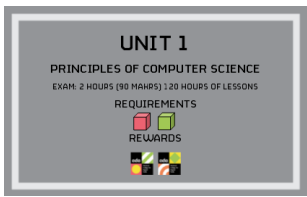
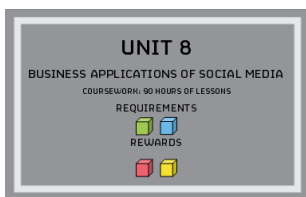
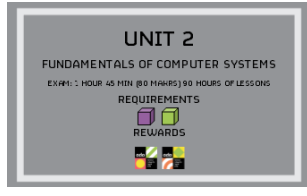
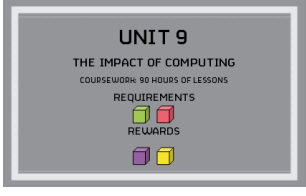

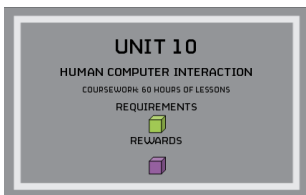
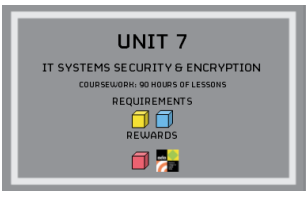






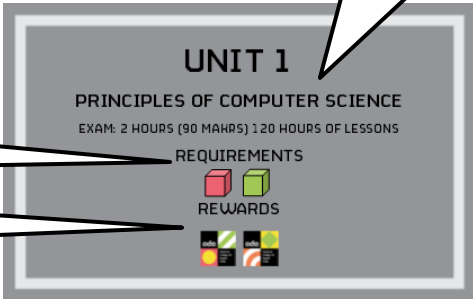
Some classrooms and assignment cards will allow you to gain Ada achievement points:



Every time you win an Ada achievement point you will be able to move your player piece around the board and increase your score.

Assignment cards

There are 13 different assignment cards:

BTEC Level 3 Diploma in Computing			
U1 - Principles of Computer Science 120GLH EXAM (2hrs 90marks)		U8 - Business Applications of Social Media 90GLH COURSEWORK	
U2 - Fundamentals of Computer Systems 90GLH EXAM (1hr 45min 80marks)		U9 - The Impact of Computing 90GLH COURSEWORK	
U3 - Planning and Management of Computing Projects 120GLH EXAM (5hrs 66marks)		U10 - Human-computer Interaction 60GLH COURSEWORK	
U7 - IT Systems Security and Encryption 90GLH COURSEWORK		U14 - Computer Games Development 60GLH COURSEWORK	
BTEC Level 3 Extended Diploma in Computing			
U4 - Software Design and Development Project 120GLH CONTROLLED ASSESSMENT (6hrs 68marks)		U19 - Computer Networking 60GLH COURSEWORK	
U17 - Mobile Apps Development 60GLH COURSEWORK		U22 - Systems Analysis and Design 60GLH COURSEWORK	
U18 - Relational Database Development 60GLH COURSEWORK		<div data-bbox="1187 1713 1495 1827">Name of assignment and key information</div> <div data-bbox="592 1926 965 2024">Ada values you must collect to complete the assignment</div> <div data-bbox="592 2047 965 2145">Rewards you collect when you complete an assignment</div> 	

End of Game

At the end of the 6th round of the game each player will need to calculate their score as follows:

Completed BTEC Extended Diploma	150 points
Completed BTEC Diploma	100 points
Completed Assignment	2 points
Ada value	1 point
Ada achievement	1 point

The player with the highest score at the end of the game is the winner!

Developed by:

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