

The logo for Purple Mash, featuring the word "purple" in a purple sans-serif font and the word "mash" in a white sans-serif font, both on a black rectangular background with a torn top-right corner.

**purple
mash**

Purple Mash Computing Scheme

Game Creator

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Assessment

Overview

This unit allows children to learn more about the world of gaming. Children will design and make their own 3D maze adventure game using the 2DIY3D tool, assessing the effectiveness of their own and other's creations.

Key Learning

- To evaluate the features of a successful video game.
- To plan a game in 2DIY3D.
- To design and use game sprites.
- To add features to a game world and check playability.
- To evaluate games created by others.

Knowledge Organiser and Learning Mat

These resources can be used to support learning across the unit.

- [Knowledge Organiser](#)
- [Learning Mat](#)

Concept Map and Quiz

Use these resources to gauge children's understanding before or after the unit has been taught.

- [Concept Map](#)
- [Quiz](#)

Lesson 1: Introduction to Video Gaming

Aim

- To evaluate the features of a successful video game.

Success Criteria

- I can identify the features of a good video game.
- I can play 2DIY3D games and evaluate them against criteria.

Preparation

- Set **Pyramid Adventure** as a 2Do.
- Set **Treasure Adventure** as a 2Do.
- Print class copies of the **Game Evaluation**.

Please find all lesson resources below.

Resources

- [Slideshow - Lesson 1](#)
- [Pyramid Adventure](#)
- [Treasure Hunter](#)
- [Game Evaluation](#)

Teaching Notes

If during discussion in the lesson, the children talk about playing age inappropriate games, then you may choose to respond to this using content in **2BeSafe** focusing on age related activities.

Health and Wellbeing - Year 3 - Session 2 - Teaches children about why some online activities have age restrictions, why it is important to follow them and know who they can talk to if others pressure them to watch or do something online that makes them feel uncomfortable (e.g. age restricted gaming or web sites).

Health and Wellbeing - Year 6 - Session 1 - Teaches children about common systems that regulate age-related content (e.g. PEGI, BBFC, parental warnings) and describes their purpose.

Lesson 2: Planning a Game

Aim

- To plan a game in 2DIY3D.

Success Criteria

- I can recognise the key customisable features of a 2DIY3D game.
- I can consider the features of a good game when I plan and design my own.

Preparation

- Set **2DIY3D** as a 2Do for the class. **Make sure that the completion date is beyond the time scale of this unit of lessons.**
- Print out a copy of **Game Planner** for each child.

Please find all lesson resources and additional teaching notes below.

Resources

- [Slideshow - Lesson 2](#)
- [2DIY3D](#)
- [Game Planner](#)

Teaching Notes

Children will be opening the same **2DIY3D** file from their 2Dos for the next series of sessions. Remind children that they should save the file but should not 'hand in' the 2Do until the last lesson of the unit.

Lesson 3: Customising Sprites

Aim

- To design and use game sprites.

Success Criteria

- I can use 'baddie' sprites in a game.
- I can use 'collectable' sprites in a game.
- I can consider where the sprites should be placed for playability.

Preparation

- Print off a copy of **Game Creator Grid** for each child.
- Ensure children have access to the **Game Planner** that they completed in the last lesson.

Please find all lesson resources below.

Resources

- [Slideshow - Lesson 3](#)
- [Game Creator Grid](#)

Lesson 4: Game Environment

Aim

- To add features to a game world and check playability.

Success Criteria

- I can add features to customise my game world.
- I can add clear instructions that set the scene to my game.
- I can evaluate and improve my game.

Preparation

- Ensure children have access to their **Game Planner** and **Game Creator Grid** from previous lessons.

Please find all lesson resources below.

Resources

- [Slideshow - Lesson 4](#)

Lesson 5: Evaluating Finished Games

Aim

- To evaluate games created by others.

Success Criteria

- I can successfully finish my game.
- I can evaluate the strengths and areas for improvement of other people's games.

Preparation

- Create a **Class Display Board**. For more information on how to do this, see [Creating a Display Board](#) guide.
- Print off a copy of **Game Feedback** for each child.

Please find all lesson resources below.

Resources

- [Slideshow - Lesson 5](#)
- [Game Feedback](#)

Assessment

The following information is an exemplar of what a child at an expected level would be able to demonstrate when completing this unit with additional exemplars to demonstrate how this would vary for a child with emerging or exceeding achievements.

Emerging

- Children show some understanding of game design. They need support using sprites and customisation features effectively. Their games may lack structure, with unclear instructions and poor playability. Children often rely on adult guidance and may not complete their games. Evaluation is often minimal or vague. These children benefit from scaffolded tasks, visual examples, and modelling of evaluation language to build skills in planning, creating, and reflecting on their games using the 2DIY3D tool.

Expected

- Children complete games using key features of 2DIY3D. They include baddie and collectable sprites, use basic customisation, and write clear instructions. Sprite placement supports gameplay, and games are usually well structured. Children can evaluate their own work and give basic peer feedback. Children work with some independence and respond well to feedback. Occasional prompting helps deepen their evaluations and improve design choices. Children's progress reflects secure understanding and increasing confidence with game creation.

Exceeding

- Children create imaginative, well-structured games with strong visual design and effective gameplay. They use sprites creatively, place them strategically, and customise their game world extensively. Instructions are clear and engaging, often including a narrative. Children confidently evaluate and improve their work, and offer thoughtful, constructive feedback to peers. Children explore additional features independently and show initiative in refining their games. Their work reflects deep understanding of game design and enthusiastic engagement with the 2DIY3D tool.