



BAFTA Young Game Designers

*Introduction Teacher Pack:
Key Stage 4*





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Introduction

This pack links sections of the National Curriculum KS4 to Games Design activities that can be taught within existing lessons in your own classroom.

Links to the National Curriculum: Key Stage 4

NARRATIVE

What's the story, how do you progress in the game?

Use an existing English set text as the starting point for the creation of a game idea.

English: Reading

Understand and critically evaluate texts through: exploring aspects of plot, characterisation, events and settings; the relationships between them and their effects.

Understand and critically evaluate texts through: making critical comparisons; referring to the contexts, themes, characterisation, style and literary quality of texts; and drawing on knowledge and skills from wider reading.

ENGLISH

What does the game look like?

Ask pupils to create group artwork for their game idea & present this back.

English: Spoken English

Working effectively in groups of different sizes and taking on required roles, including leading and managing discussions, involving others productively, reviewing and summarising, and contributing to meeting goals/deadlines.

Planning for different purposes and audiences, including selecting and organising information and ideas effectively and persuasively for formal spoken presentations and debates.

MECHANICS

How do you play and interact?

Explore Gameplay with your pupils.

Computing (or Art & Design GCSE)

Develop their capability, creativity and knowledge in computer science, digital media and information technology.

Develop and apply their analytic, problem-solving, design, and computational thinking skills.

AUDIENCE

Who is the game for?

Ask your pupils to write a pitch for potential players of their game.

English: Writing

Adapting their writing for a wide range of purposes and audiences: to describe, narrate, explain, instruct, give and respond to information, and argue.

English: Spoken English

Listening to and building on the contributions of others, asking questions to clarify and inform, and challenging courteously when necessary.



BAFTA 'Design-A-Game' Worksheet

Your Names:

Team Name:

Game Name:

NARRATIVE

What's the story, how do you progress in the game?

ART & DESIGN

What does the game look like - the character(s), locations, levels?

<input type="text"/>	<input type="text"/>	<input type="text"/>
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MECHANICS

How do you play and interact?

AUDIENCE

Who is the game for?

Don't forget to check out the YGD website for more resources and sign up to the newsletter for up to date information: www.bafta.org/ygd












Narrative

What's the story?

- Goal** What's the ideal end result for the main character?
- Conflict** How do 'good' and 'bad' confront each other?
- Protagonist** Good – who or what is the main character?
- Antagonist** Bad – who or what is working against main character?
- The World** Where is this story set?
- Resolution** How does the main character achieve their goal?

 GOAL	 CONFLICT	 CONFLICT
 PROTAGONIST	 ANTAGONIST	
 THE WORLD	 RESOLUTION	



Art

What does it look like?

Draw and present a character or background.

Mechanics

How do you play & interact?

Discuss the Gameplay types and select those that apply to your game.

MECHANIC	GAMEPLAY
Avoiding Unkillable Objects	Objects that you can't touch, destroy or move
Game Repeats Until You Die	Keeps going until you die or just repeats upon completion
Repeat Pattern	Repeat a series of given steps
Forced Constant Movement	You can't stand still at any point
Block Puzzles	You move standard sized objects around in a specific way
Big Gains for You Can Be Big Gains for Enemy	The more points you take the better position your enemy will be in also
Block Path	You don't directly fight your enemies but instead try to block their movements
Information Overload	Lots of information provided, and you make sense of it to make good moves
Switch Modes	You constantly switch between two (or more) modes to effectively fight or move
Bouncing Object	You can't control an object, but can try to direct its path
Gravity	Objects are pulled either in a certain direction or towards certain objects
Mouse Dexterity	You must move the mouse in a specific way without making errors
Spinning Plates	Your attention is split between multiple simultaneous objectives
Squad	Control multiple characters that must work together to achieve an objective
Jumping	Jump from one platform to another without falling
Timed	Achieve a task within a time limit
Protect a Target	Stay alive <i>and</i> protect a target from enemies
Undirected Exploration	You have a large map and can wander, but obtaining items will help open up areas
Bullet Hell	You're surrounded by a large number of enemies/deadly objects
Brawling	You have several different types of attacks to use against one or multiple enemies
Dialogue Tree	When you talk to other characters, they select one of many possible things to say
Building	Place different types of building blocks anywhere in the world to construct objects

