

Play the Game



6 Weeks

Rationale

Children are increasingly becoming zombies in front of computer screens! It's time to get back to good old fashioned values. Children will use their imaginations to design, create and evaluate their own magnetic games for a variety of chosen audiences. The children will demonstrate their independence by thinking imaginatively about their options. They will explore a range of magnets to discover their strengths in order to select the best one for their purpose. Their challenge will be to create a unique and entertaining game, developing it in response to feedback from peers. They will showcase this to their chosen audience in a Games Extravaganza.

Hook

Manager of Smyths Toy Super Store will visit the school to tell the children about the gap in the games market in the lead up to Christmas. He will talk to the children about a variety of board games and other popular toys. He will set them the challenge of designing an original board game using magnets with the promise of returning to judge the results.

Outcome

Children will present a carefully researched, designed and tested game to their chosen recipient in a Gaming extravaganza.

Creativity

- Freely generate ideas through making connections and exploring a range of possibilities
- Willingly work on one idea to extend, elaborate and develop it.
- Think of ideas and solutions that nobody else has thought about and which reflect their individuality and uniqueness.

Thinking

- Classify and sequence a range of information using an appropriate graphical organiser from a given set.
- Generate and use criteria to evaluate and judge the quality of their learning and achievement..

Focus Subject - DT

Look at a range of different magnetic board games found in school and at home and discuss which ones are the most effective and why.

Generate a set of criteria and design a unique magnetic board game, communicating their ideas through annotated sketches and exploded diagrams and choosing appropriate materials.

Focus Subject - English

Main writing tasks

Write to Smyths to explain why certain games are better than others, using the known structure and features of an explanation text, using causal conjunctions.

Create an information text detailing their design for their chosen game, **using** simple organisational devices and prepositions of place and cause.

Focus Subject - Science

Investigate how magnetic forces can act at a distance, magnets can attract and repel each other and investigate which materials are magnetic and will be suitable for the purpose of their game.

Investigate a range of different magnets (bar, ring, button and horseshoe) to test strength most appropriate to their game.

<p>Select the appropriate materials to make the magnetic game, ensuring accurate, cutting joining and finishing and evaluating against the criteria in order to make necessary adjustments and improvements.</p> <p>Present the finished game as part of a games fair and invite the audience assess the success of their product.</p>	<p>Produce a short report to assess the effectiveness of own and others' written reports in order to suggest improvements to be published alongside the game.</p> <p>Other writing tasks Write a DT report detailing the process of designing and making their game, adding diagrams and supporting with a glossary. Use sub headings and headings to plan and organise text structure.</p> <p>Writing skills to cover Pre- learning - features of an explanation text Importance of purpose/audience Organisational features of a non-narrative text Instructions How to write a purposeful evaluation Spelling, Punctuation and Grammar Common exception words 3/4 Revise homophones Spellings containing ' ch' Suffix 'ion' Express time, place and cause using: ·conjunctions (when, before, after, while, so, because etc.) ·adverbs (then, next, soon, therefore, finally) Begin to write a range of sentences with more than one clause by using a range of conjunctions (when, before, after, while, so because, although). Begin to use fronted adverbials to vary sentences.</p> <p>Talk 4 Writing strategies Boxing up Text mapping Tool Kit</p>	
--	---	--

Application Subject- ICT
Use iPad (iMovie App) to record the jingle advert ready for the website.

Application Subject- Music
Create a jingle or advert to advertise their magnetic game.

Home Learning
Conduct some market research, to discover how people's game playing habits and preferences have changed over the past few generations. Interview Parents and grandparents and peers to evaluate which games are successful and which are not in order to inform their game criteria.

Visits and visitors
Visit Smyths toy store.