Computing Year 6

Spring 1

Focus Themes: Success

Does a game need pictures?

Marriott Primary Achieving Together

Key Knowledge and Concepts

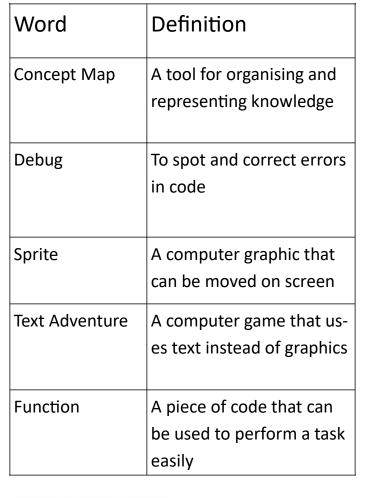
Unit 6.5 Text Adventures

- To understand the term 'text adventure'
- To use different programs to effectively plan and create their text adventure
- To debug their work accurately and effectively
- To use others' work to adapt own
- To use 'functions' command
- To use 'if/else' statements and 'repeat' statements

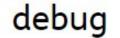


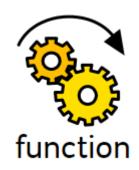


if









Small building

You are inside the small building. You discover that this is a one room house. There are broken windows in all four walls. There is debris spread over the entire floor and it is obvious that there hasn't been anyone here for a long time. Over in the corner there is a large open trophy case. There is a large rug covering most of the floor. There is a large gas lamp.

What would you like to do? >> GET LAMP

