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| **Year 6 Computing Knowledge Organiser: Unit 6.5 – Text Adventures** |
| **Key Images**  | **Key Learning** |
|  | * To find out what a text adventure is.
* To plan a story adventure.
* To make a story-based adventure.
* To introduce map-based text adventures.
* To code a map-based text adventure.
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| **Key Vocabulary** | **Key Questions** |
| * Text-based adventure
* Concept map
* Debug
* Sprite
* Function
 | What is a text based adventure?A text based adventure is a type of game that uses text rather than graphics to tell the story. The player normally selects the next move from a series of text based options.Why is it important to plan a text based adventure?Text based adventures can often be complicated and give the player lots of options about what to do next. Planning the game ensures the player doesn’t make a decision that has no outcome. |

Reference to