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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. | |
| **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