Mossfield Primary School Knowledge Organiser

Year 5 —**Game Creator and 3D Modelling**. A good game designer gives the player continuous challenges in a visually stimulating environment. Making 3D models allows for creative thought and problem-solving.

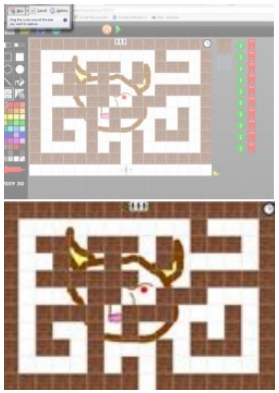
Key Learning

To review and analyse a computer game, describing some of the elements that make a successful game.

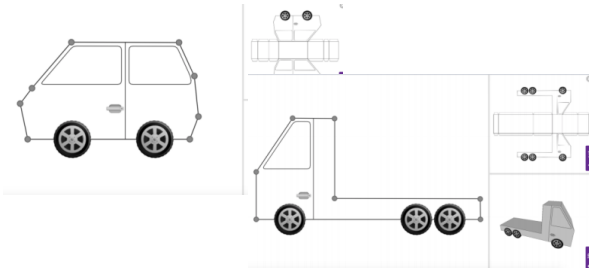


To create the game environment and quest.

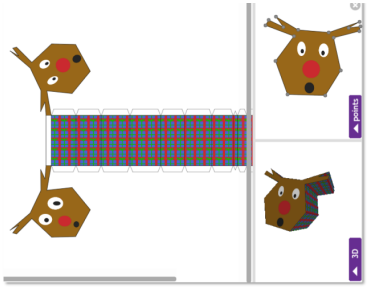
To finish, share and evaluate their games.

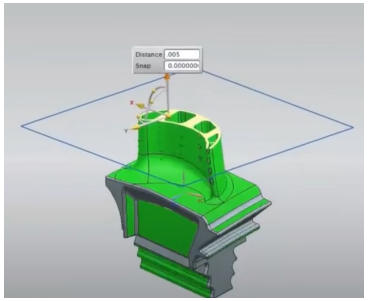


To explore the effect of moving points when designing.



To understand designing for a purpose.





To understand printing and making.

Key Vocabulary

Animation	Creating an illusion of movement.
CAD – Computer aided Design	A CAD computer program or app allows you to design a 3D object or environment in 2D and visualise it in 3D on the screen from many angles.
Customise	Modify (something) to suit an individual or task.
Evaluation	The making of a judgement about the value of something.
Image	In this case, a picture displayed on the computer screen.
Interactive	Responding to a user's input on a computer or device.
Net	A pattern that you can cut and fold to make a model of a solid shape.
Perspective	Representing three-dimensional objects on a two-dimensional surface to give the right impression of their height, width, depth, and position in relation to each other.
Playability	A measure of either the ease by which a video game may be played, or of the overall quality of its gameplay.
Points	An exact position or location on a 2Dsurface.
3D Printing	The action or process of making a physical object from a three-dimensional digital model, typically by laying down many thin layers of a material in succession.
Screenshot	An image of the data displayed on the screen of a computer or mobile device.
Texture	High frequency detail or colour information on a computer-generated graphic.
Template	Something that serves as a model for others to copy.
Viewpoint	A person's opinion or point of view.