

Teacher Notes (Upper Key Stage 2)

Elijah chats to Adam the Game Developer



Adam is a Game Developer. A games developer is involved in the creation and production of games for personal computers, games consoles and other handheld devices. The developer writes computer code to make the games work.

Other related jobs:

Video Game Tester

Animator

Digital Project Manager

Web / App Developer

Game Artist

Project Manager



Guided Reflection – to structure a conversation after the film



- ☐ What was the most interesting thing you found out from Adam?
- ☐ What did you like about Adam's job?
- ☐ What would you enjoy most about Adam's job and what would you find most difficult?
- ☐ What have you learnt about being a Game Developer?
- ☐ How might you go about becoming a Game Developer?



5
mins

Discover & Do Activities – to run alongside the Discover & Do printed worksheets

Activity 1 – Were you listening carefully?



10
mins



In this activity, pupils apply Steps 5 and 6 of Listening from the Skills Builder Framework.
Listening Step 5: I can listen to extended talk and identify the key information I need.
Listening Step 6: I can take part and respond in a group discussion.

Share the definition: "Listening is the receiving, retaining and processing of information or ideas".

Using the Discover & Do worksheet, ask pupils to:

- ☐ Fill in the missing information in the sentences about Adam
- ☐ Tell a partner what surprised them most about Adam, his job and the skills he used

Activity 2 – Design your own computer game

In this activity, pupils will think of a new idea for a computer game based on information in a pie chart.



15-20
mins

Explain to pupils that they will be thinking of a new idea for a computer game based on the information provided in this pie chart (pupils don't have to pick the most popular theme).

When designing their game, they should think about the criteria on the worksheet. Pupils can decide how they would like to present their ideas.



Reflection Question: When might Adam need to use maths to help him with his job?

Activity 3 – Market research for your game

In this activity, pupils will create a questionnaire for market research purposes.



Extended
project

Ask pupils to create a questionnaire to ask other pupils in their class about what makes the best game. It might be helpful to share examples of questionnaires, considering the different types of questions featured in each.



Reflection Question: Why is it important for game designers to listen other people's opinions?