









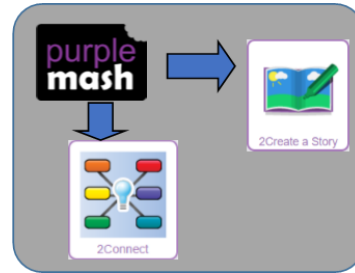
**Computing** | **Unit 6.5 – Text adventures** | **Year 6**

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	
<b>Text-based adventure</b>	A computer game that uses text instead of graphics.
<b>Concept map</b>	A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.
<b>Debug</b>	Identify and remove errors from (computer hardware or software).
<b>Sprite</b>	A computer graphic which may be moved on-screen.
<b>Function</b>	In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.

Key Images	
Create an adventure story in 2Create a Story	
Plan out your story	
Add a button to the story	
Add a sprite to the story	
Add sound to the story	
Choose a background	
Undo or redo the last action	
Play your text based adventure	

**Key Resources**



Key Questions	
<b>What is a text based adventure?</b>	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.
<b>Why is it important to plan a text based adventure?</b>	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.