

# Key Stage 3 Using ICT



## Pupil Cover Sheet: Game Making

### Scenario

### Software

### PLAN

Look at examples of games and identify what makes them effective. Use what you find to help you plan your own game.



### DO

With your plan as a guide, use the software tools and features to develop your ideas and create your game.



### REVIEW

Reflect on your work. Consider how well your game fits with your plan and how you could improve your use of ICT.

