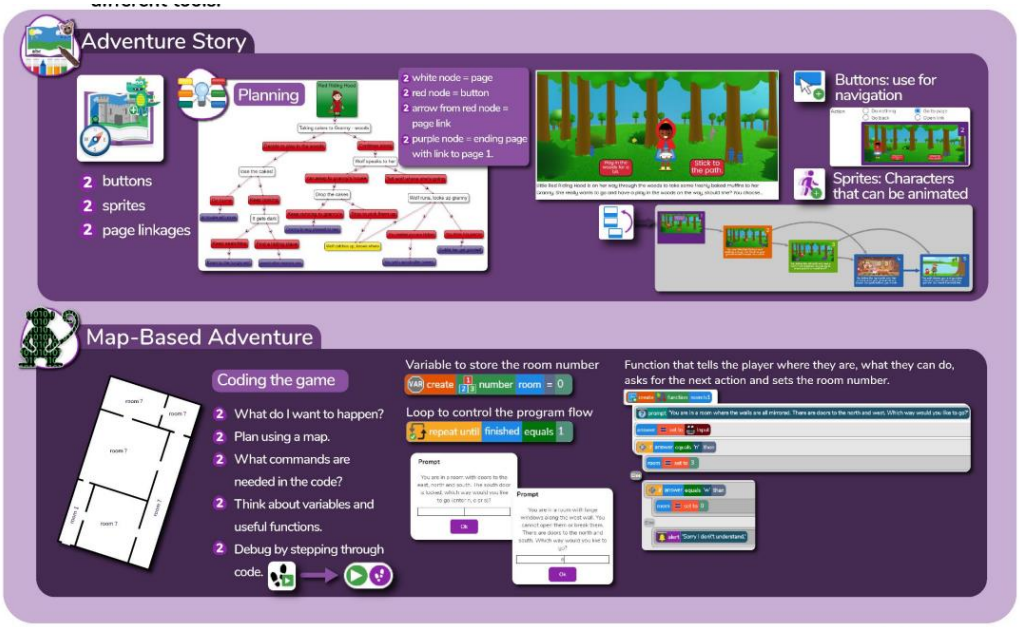
St Mary's Horsforth – Computing Knowledge Organiser
Year 6 – Summer 1
Unit 6.5 Text Adventures

Enquiry Question: What is a text based adventure?



What should I already know?	What will I know at the end of the unit?
• I can plan a game. • I can design and create the game environment. • I can design and create the game quest. • I can finish and share the game. • I can self and peer evaluate.	• I can find out what a text adventure is. • I can use 2Connect to plan a story adventure. • I can make a story-based adventure using 2Create a Story. • I can read and understand given code for a text adventure game. • I can debug and improve a text adventure game.

Key Vocabulary	
Text-based Adventure Debug/Debugging Sprite Selection	Function Flow of Control Step Through

Key Resources