

Year 6 - Text Adventures









Knowledge Organiser



Key Learning
<ul style="list-style-type: none"> 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 Resources

Key Vocabulary	Definition
Sprite	A computer graphic which may be moved on-screen.
Function	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.

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

Questions	
What is a text-based adventure?	<ul style="list-style-type: none"> 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.
Why is it important to plan a text-based adventure?	<ul style="list-style-type: none"> 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