
Learning outcomes:

- To evaluate a computer game.
- To design an appealing product in the form of a computer game.

National Curriculum links:

- KS2 Design Technology - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, and aimed at particular individuals or groups.

You'll need:

- The Iffly Sney opening script and synopsis
- Pens and paper
- Download Iffly Sney worksheet for Game Design

STEP ONE



So, you've had a chance to listen to some of our work, and play the game we made for *The Mystery of the Raddlesham Mumps*.

Now we need your help!

We're working on a new story called *Iffly Sney and the Tandleham Nook*.

But this is all top secret!

It doesn't really exist yet—just some ideas— so you're one of the very first people to hear this new story...AND WE NEED YOUR HELP TO FINISH IT.

If you'll agree to help us, we'd love to hear what you come up with!

STEP ONE

First read *Iffly Sney* the synopsis (synopsis means an outline of the story).

Then read the opening lines to *Iffly Sney*. Try reading them out loud. Enjoy the rhyme and rhythm. Give the characters different voices.

STEP TWO

Choose your task - there are three - called PERFORM, DESIGN or GAME DESIGN.

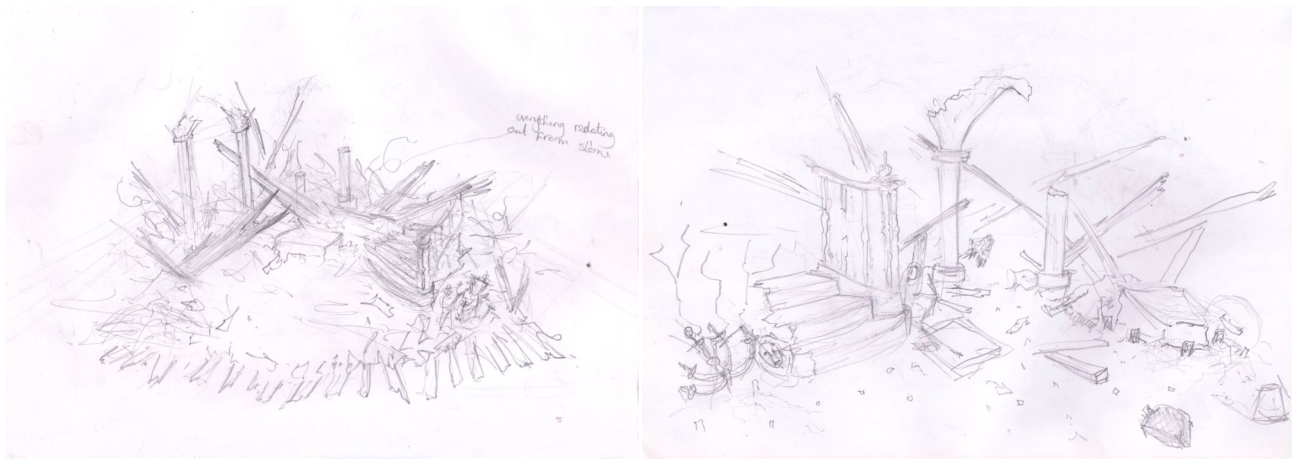
PERFORM - We'd like you to spend more time practicing so that you can perform the opening lines of *Iffly Sney* for us. We'd love you to think about...

- Who is telling the story?
- Who are Atom and Luna? How will we see them in the story? Can you think of some words to describe Atom, and some words to describe Luna?
- What does Mother sound like? What does she look like? Which words do you think best describe Mother?
- What do the children think about the forest?
- How do the children feel about Mother going away?

Once you've thought about these questions it's over to you to practice your performance. Once you're ready, get someone to film your performance and do share with friends and family.

Or

DESIGN - When we began to make *The Mystery of the Raddlesham Mumps* we thought a lot about the world we were in. We thought about the objects that we might find in this world. Here are some pictures of the work our designer Bek did as we made that performance.



- Now we are thinking about the same questions for *Iffly Sney and the Tandleham Nook*.
- Read the story of Atom and Luna again and then we'd like you to draw a picture for us. We'd love you to draw the thing that you can most clearly see in your mind. Perhaps that's the world the twins Atom and Luna live in, or the forest that the children are about to go in or maybe it's Old Mother Redbeard's 'den' or maybe it's something completely different!

Think about:

- What colours are you going to use - if you were only going to use 3 or 4 colours in your picture which colours would they be?
- What objects might exist in the world you are drawing?

Do send us the images you come up with!

Or

GAME DESIGN - It's quite an adventure going into the forest on your own when your mother has gone away, isn't it? Especially when you are in search of Old Mother Redbeard. We think that could be a good basis for an adventure computer game and we'd like your help to make it.



First of all, have another go on *The Mystery of the Raddlesham Mumps* game.

Then read the story of Atom and Luna again.

Now think about all the things that Atom and Luna might find in the forest (remember our exercise where we put things together that shouldn't go together - that could come in useful here).

Write a big long list in Table 1 and put a star against your favourite things in the favourite column. We'd like you to have 10 favourite things.

Now you're going to decide which of your favourite things are 'good' or 'helpful' to Atom and Luna in finding Old Mother Redbeard. Why are they helpful - do they point the way, do they have special information, or something that will help them on the journey? Fill out Table 2.

Now you're going to decide which of your favourite things are 'bad' or 'dangerous' to Atom and Luna in terms of finding Old Mother Redbeard. Why are they bad or dangerous - do they want to send them the wrong way or are they more evil than that? How are they bad or dangerous? Fill out Table 3.

Finally, on your list of favourite things there might be some 'things' which are neither good nor bad. You can list them in Table 4 but also think, 'Why are they in my game?' Is it because the thing is funny perhaps? Or just something to cheer the children up?

Now you are going to draw the map of the game (see the picture above, a map of *The Raddlesham Mumps* game). If we know the game starts with Atom and Luna entering the forest, and ends with them finding Old Mother Redbeard, your map will tell us how they get there and what they might encounter on the way—involving all your ideas—good, bad or neither good or bad.

The Mystery of Raddlesham Mumps written and performed by Murray Lachlan Young. Co-performers Joe Allen and Simone Lewis. Directed by Nina Hajianni. Designed by Bek Palmer. Music by Arun Ghosh. Animation/VR by MBD Ltd

Associate Director Scott Hurran. Movement by Laura Biggs. Produced by Matthew Linley Creative Projects in association with Action Transport Theatre and Eastern Angles. Production photography Mike Kwasniak.

Educational resources developed by the Raddlesham Team based on our schools workshop programme. Advisor on Learning Resources Emily Smith. Additional writing and input MBD Ltd