

SIL (Summer Independent Learning) Year 12-13 2026

Your Summer Learning picks up where you left off with the Level Design work that you have been doing towards the end of this year. It will also be a bridge between this work and some of the work that you will need to do for your Blueprinting assignment next year.

This work focuses research and development of ideas, so will help you refine your approaches to AC1 (Informing Ideas), AC2 (Problem Solving) and AC5 (Communication) going into next year, where you will eventually be doing your final A2 assignment, which will make up 50% of your final grade.

This all needs collating in a Blog (Google Slides)

The Brief:

Check the SIL folder in your Teams page – the Brief is in there

Task One

This is a research task, focusing on AC1 - Informing ideas.

You have been given a Brief which is asking you to design a level for a classic 2D sidescrolling platformer. This will require you to research examples of how 2D platformer levels are designed, how gamers are taught the mechanics and how they are guided through levels. This will require analysis of several levels from a variety of games with a view to helping you develop your own ideas.

Task Two

This is an ideas development task, focusing primarily on improving your AC2- Problem Solving skills.

You need to develop some level plans which meet the requirements of the brief. The emphasis is on evidencing how you arrived at your final ideas, through iterative design and trying out a variety of different versions before deciding on your final designs. These ideas need to be justified and linked to research and information from the brief.

Remember, it is not enough to just produce a single idea without exploring other options. This is one of the main ways to achieve a distinction for AC2 – Problem solving. Doing this properly will also contribute significantly towards your AC4 – Professional Practice and AC5 – Communication.

To be submitted in the first week back next academic year.