



Dandy's World: Characters, Worlds & Story

A single lesson, cross-curriculum Curiosity Pack for Year 8

At a Glance

Topic: Dandy's World

Age Level: Year 8

Session Length: 45–60 minutes

Pathfinders will:

- investigate characters, worlds, and story elements in Dandy's World
- explore how visual design communicates ideas and meaning
- identify features that make characters memorable and unique
- examine how environments help create mood and atmosphere
- create a Character and World Design Project

Lesson Overview

This Curiosity Pack introduces Pathfinders to the creative world of Dandy's World through the investigation of characters, environments, and storytelling.

Learners explore how designers use visual features, colours, shapes, settings, and story elements to create interesting characters and engaging worlds. They examine how characters communicate personality, how environments create atmosphere, and how stories help players understand the game world.

Pathfinders investigate examples from Dandy's World and explore how visual design can influence what players notice, think, and feel.

The lesson combines digital technologies, English, visual communication, psychology, design, literacy, observation, and creative thinking through investigation, analysis, and project creation.

This learning experience supports:

- observation and questioning
- visual literacy
- storytelling and communication
- critical and creative thinking
- character analysis
- design thinking



- creative expression

The lesson is designed using inclusive learning principles, supporting diverse learning needs through:

- self-paced learning
- visual supports
- flexible activity choices
- hands-on exploration
- multiple ways to show learning

Session Length

Total learning time: 45–60 minutes

Pathfinders may:

- ✓ complete the lesson in one session
- ✓ pause and return later
- ✓ spend longer on favourite activities
- ✓ simplify or extend the task

Learning Focus

This Curiosity Pack explores:

- character design
- storytelling
- visual communication
- game worlds and environments
- creativity and design
- player experience
- digital game design

Learners will:

- ✓ investigate characters and environments in Dandy's World
- ✓ identify visual features that communicate meaning
- ✓ explain how stories and settings work together
- ✓ analyse character and world design choices
- ✓ organise ideas visually
- ✓ communicate discoveries through drawing, writing, discussion, or design
- ✓ create a Character and World Design Project

Success Looks Like

Success may look different for each Pathfinder.

Examples may include:



- ✓ identifying features of a character or environment
- ✓ explaining how a design communicates meaning
- ✓ recording observations about a game world
- ✓ creating a labelled diagram
- ✓ comparing characters or settings
- ✓ designing a character or world concept
- ✓ sharing discoveries in a way that works for them

Exploring, noticing, investigating, and creating are all part of success.

Materials

You may want:

- paper or workbook
- pencils and coloured pencils
- ruler
- images or screenshots from Dandy's World
- books or websites about game design
- sticky notes or index cards
- scissors
- glue

Optional:

- tablet or computer
- printer
- poster paper
- modelling materials
- digital design tools

Suggested Learning Resources

Dandy's World Wiki

<https://dandys-world-robloxhorror.fandom.com>

Information about characters, environments, gameplay, and world design.

YouTube – Dandy's World Gameplay





<https://www.youtube.com>

Search:

- Dandy's World gameplay walkthrough
- Dandy's World characters explained
- Dandy's World story and lore

Online Safety Reminder

When exploring online, remember:

-  Ask an adult first
 -  Use trusted learning websites
 -  Keep personal information private
 -  Tell an adult if something feels wrong
- Stay curious and stay safe.





<https://www.canva.com>

Create character profiles, posters, and design projects.



<https://www.bbc.co.uk/bitesize>

Resources about character creation, narrative, and visual communication.

Universal Design for Learning Supports

This Curiosity Pack supports different ways of learning by providing flexible choices for engagement, learning, and expression.

Multiple ways to engage

Learners can:

- choose which character or environment to investigate
- focus on one feature or several features
- take movement or sensory breaks
- work independently or with support
- compare different characters
- connect ideas to games, stories, or design interests choose which aircraft to investigate

Multiple ways to learn

Learners can:

- read facts
- watch short videos
- explore images and screenshots
- examine character designs
- compare environments discuss discoveries

Multiple ways to show learning

Learners can:

- draw and label
- write notes
- create a poster
- build a model
- explain ideas verbally
- create digitally
- make comparison charts





Dandy's World: Characters, Worlds & Story

Pathfinder Guide






Welcome Pathfinder!

Pathfinders explore how games use characters, environments, and stories to create experiences for players.





In Dandy's World, characters, settings, colours, and visual features are carefully designed to communicate ideas and help players understand the world around them. Designers use these elements to tell stories, create emotions, and guide player experiences.

Looking closely at characters and worlds can help Pathfinders understand how game designers create meaning through visual design and storytelling.

During this Pathfinder Journey, Pathfinders may:


-  explore characters and environments
-  investigate character design
-  examine story and setting
-  analyse how visual features communicate meaning
-  create a Character & World Design Project

Ideas may be shown in many ways:

-  drawing
-  writing notes
-  creating charts
- 

 designing

 creating digitally

 explaining ideas aloud

Activities may be completed in order or Pathfinders may begin with the part that feels most interesting.


Taking breaks, noticing patterns, asking questions, and making discoveries are all part of the Pathfinder Journey.

Pathfinder Investigation


Pathfinders sometimes notice that characters and environments are designed to communicate information.

A character's colours, shapes, expressions, and clothing can suggest personality or purpose. Environments can create mood, support storytelling, and help players understand where they are.


Game designers carefully choose these features to create engaging experiences.

 Some Pathfinders investigate by:

- looking at character images
- examining game environments
- comparing different characters
- observing colours, shapes, and visual styles
- discussing possible stories and meanings
- watching gameplay clips

 Pathfinders may investigate:

- What character or environment is this?
- What do I notice first?
- What colours, shapes, or details stand out?
- What might these features tell players?
- How does this environment feel?
- What story or ideas might be communicated?

 When Pathfinders investigate, they sometimes keep track of what they discover.

Ideas may be recorded by:

- drawing characters
- labelling features
- writing notes
- creating character profiles
- making comparison charts
- recording interesting discoveries

 Some Pathfinders may compare:



- two different characters
- different environments
- different visual styles
- different stories or themes

Looking closely at similarities and differences can help Pathfinders understand how designers create meaning.






Pathfinder Studio

Pathfinders now bring their discoveries together.

Game designers often create concept art, character profiles, maps, and visual plans to communicate their ideas.

In this activity, Pathfinders may create something that shows what they discovered about characters, worlds, and storytelling.

Some Pathfinders choose to focus on:








-  a character
-  an environment
-  a story idea
-  visual design features
-  a new game world

Or another idea that interests them.



 Before creating, Pathfinders may think about:

- What is most interesting?
- What story does it tell?
- What visual features are important?
- How can I communicate my ideas clearly?
- What would make my design unique?


You may create:


-  a poster
-  a fact page
-  a character profile
-  a world map
-  a digital design
-  a comparison chart
-  a storyboard

You may include:

-  character names
-  environments




 colours and features

 explanations

 story ideas

 comparisons

 interesting discoveries

As you create, you may notice new connections between characters, worlds, and stories.

There is no single correct way to create.


Different Pathfinders may choose different ways to share their discoveries.


Reflection

How did this Curiosity Pack feel?

 Loved it

 Interesting

 Okay

 Challenging

Pathfinders may think about:

- Which character was most interesting?
- What surprised you about Dandy's World?
- What did you discover about storytelling or design?
- What would you like to learn more about?
- Which activity did you enjoy most?

You may reflect by:

- talking
- drawing
- writing
- building
- recording a short explanation

