

AR and VR



Curriculum links:

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.

Key Knowledge:

- Understand what virtual reality is and how it can be used to help people.
- Recognise the difference between VR and AR.
- Add, move and resize objects in a virtual reality environment.
- Animate objects for realism.
- Use code blocks to add movement (with grouping) and interactions (conditions).
- Create multiple scenes of VR environments

Possible programs/ websites:

- Ilearn2
- CoSpaces
- ARMakr
- Reality composer
- Eyejack

We should already know:

- An algorithm is a simple instruction for the computer.
- Debug programs to ensure the achieve a specific goal.
- Use logical reasoning to correct errors.
- Use technology safely, respectfully and responsibly.

Key Vocabulary:

Augmented Reality	An interactive, computer-generated experience that combines computer-generated images with audio or other sensory information into a real-world scene.
Animate	The objects in VR that can move, making them more realistic.
Grouping	When making VR environments we may want to use the same objects more than once. We can group objects together and copy them to use in another scene or part of the environment.
Immersive	The digital content that we are viewing is so realistic that it makes us forget that we are in the real world.
Interactions	Code blocks that make the objects in VR interactive, so that they change when they are selected.
Object	An item in the real or virtual world, such as a shape, an image or a file.
Scenes	In the real world we can walk and move from place to place. We can do this in the VR world too by creating different places - these are called scenes.
Virtual Reality	A computer generated version of the real world. Putting on a virtual reality headset means you can see the computer generated world (virtual world) in 360 degrees. So everywhere you look is the virtual.