



Jerry Clay Academy
Subject Unit Overview
Subject: Computing Year Group: 5 Term: Summer 2

Core Learning of This Unit: We are VR designers

- Explore real-world and imagined locations in VR
- Create 360° photosphere images
- Link physical objects to digital content using QR codes
- Create their own VR scene
- Program objects and interactions in VR

Prior Learning:

This unit builds on the 3-D modelling work that pupils encountered using SketchUp in Unit 5.3: We are architects.

Pupils also make use of their audio recording and editing skills from Unit 4.3: We are musicians

National Curriculum Statements:

- use technology safely, respectfully and responsibly
- Use search technologies effectively.
- Use a variety of software (including Internet services) on a range of digital devices to design and create content that accomplish

Key Vocabulary:

- Accelerometer
- Augmented reality (AR)
- Global positioning system (GPS_
- Google cardboard
- Photosphere
- QR Code
- Share code
- Stereographic
- Virtual reality (VR)

Significant People

- Google/Microsoft/ Samsung