Year 5 Computing

Summer 2: We Are VR Designers

Session	National. Curriculum Statement	WALT	Learning Outcomes (Success Criteria)	Resources	Vocabulary
Subject Cultural Capital = Using & Applying computing knowledge to solve problems **Differentiation = please see the differentiation for the EXC EM & SEND (Please see SEND pupils IEPs when planning)** **Minimum expectations to check for understanding during lessons = targeted questioning / mini whiteboards/ peer talk /thumb signs** **Long term memory skill development strategy = LAST, LAST, LAST linked to the WALT** **Literacy & Numeracy skills development = ICT vocabulary bank linked to the WALT & include numeracy skills where they are linked to the WALT in the weekly planning**					
On-Line Safety: The Street View activities provide an opportunity for pupils to consider privacy issues in real world contexts. Pupils should remember that the GPS sensor on smartphones/iPads automatically records location information, using this to locate their photosphere on a map. Pupils should know how to switch off location recording. Pupils should understand why photospheres uploaded to Google should have any faces, number plates or other personal information blurred. Pupils should recognise that care is needed when scanning QR codes from unknown sources. As with other online work, use of CoSpaces should be with necessary filters and monitors in place; pupils should know what to do if they encounter inappropriate content and pupils should respect copyright for any third-party content they include.					
1	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, including collecting, analysing, evaluating and presenting data and information	To explore locations in virtual reality (VR) using Street View	Children can find the school on street view on Google maps. Children are able to navigate to different locations.	Ipads Google maps CoSpaces	Virtual reality (VR) Augmented reality (AR) Accelerometer Google Cardboard

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2	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, including collecting, analysing, evaluating and presenting data and information	To create and upload a 360· photograph to Street View	Children understand how google creates street view maps by taking 360° photos. Children have the opportunity to practise taking a 360° photograph	Ipads Google maps CoSpaces	photosphere
3	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	To use QR codes to link digital objects to physical objects	Children understand the terms virtual and augmented reality. Children can add a digital review.	Ipads Google maps CoSpaces	Virtual reality (VR) Augmented reality (AR) QR code
4	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, including collecting, analysing, evaluating and presenting data and information	To navigate and interact with VR scenes in CoSpaces	Children understand the difference between VR and AR. Children can discuss the advantages and disadvantages of each.	Ipads Google maps CoSpaces	Share code Google cardboard AR VR

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5	Use sequence, selection and repetition in programs; work with variables and various forms of input and output. 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, including collecting, analysing, evaluating and presenting data and information	To create a static scene in CoSpaces	Children can create their own Co Space scene- add characters and objects.	Ipads Google maps CoSpaces	Share codes QR codes
6	Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	To program interaction with objects in CoSpaces scenes	Children can program in Co Space- write code to enable characters to speak and move. Children can discuss the differences between coding in Scratch and Co Space	Ipads Google maps CoSpaces	AR VR