



St Leo's and Southmead

Catholic Nursery and Primary School

Year

Five

# Computing Knowledge Organiser

Spring  
Term

## Amazing Activities

Children are to present their own AR games to the class

## AR Games

### Key Concepts

- understand and explain what augmented reality (AR) is,
- understand what QR codes are
- Explain the function of QR codes in making AR games
- -know how to use computational thinking to solve problems and in designing games
- design their own AR game
- understand how to use a pitch board
- make and evaluate their own AR game
- apply their learning using unfamiliar software and technology

### Key Vocabulary

**Augmented reality (AR)** - this is an interactive experience based in a real world environment

**QR code**—A QR code is a **code** containing information about an item, such as a description and the price, made up of a pattern of black squares or dots, which can be read and processed by a mobile device

**Pitch board**—a template usually used as a pattern to

**Download**—to copy data from one computer system to another, usually over the internet

**Upload**—transfer (data) from one computer to another, typically to one that is larger or remote from the user or functioning as a server.

### Skills

- 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
- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

### Curriculum Links

- English— Speaking & listening, drama
- PSHE & citizenship