Virtual Reality Knowledge Organiser

🧑‍🎓 What are we learning about virtual reality?

We can use a computer to create virtual reality (VR) environments. There are many reasons why people use VR, including to train soldiers who go into dangerous places without putting in them in harm. VR is also used in medical science to help train surgeons without putting patients at risk. You will also see virtual reality used in schools as children can visit landmarks and different places (e.g underwater or the Pyramids of Egypt) without leaving the classroom.

📝 National Curriculum Content

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

1. Understand what virtual reality is and how it can be used to help people.
2. Add, move and resize objects in a virtual reality environment
3. Animate objects for realism.
4. Use code blocks to add movement (with grouping) and interactions (conditions).
5. Create multiple scenes of VR environments

🔤 Important Vocabulary

Virtual Reality (VR)	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.
Immersive	The digital content that we are viewing is so realistic that it makes us forget that we are in the real world.
Animate	The objects in a VR environment can move, making them more realistic. For example, the underwater environment above would not be as realistic if the whales did not move.
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.
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.
Interactions (conditions)	We can use code blocks to make the objects in the VR world interactive, so they change when we select them. For example, when the user chooses a planet it shows facts or if they select an animal, it changes direction.