



**Learning Module:**  
Vr World



**Pupil outcomes as a result of this module**

	NC References
<p><b><u>Knowledge</u></b></p> <ul style="list-style-type: none"> <li>• Work with various forms on input and output with VR headsets.</li> <li>• Use knowledge to write specific programs.</li> </ul>	<p>2A 2B</p>
<p><b><u>Skills</u></b></p> <ul style="list-style-type: none"> <li>• I can create a complex game using code and go beyond tutorials.</li> <li>• I can use the skills I have already developed to create content using unfamiliar online technology</li> </ul>	<p>2A 2F</p>
<p><b><u>Understanding (outcome)</u></b></p> <ul style="list-style-type: none"> <li>• I can confidently identify the potential of unfamiliar technology to increase my creativity.</li> </ul>	<p>2D</p>