



St John Fisher RC Primary School

Year Four Knowledge Organiser – Summer One – Computing – AR

What we will be learning

Lessons 1 - 4

I know:

- How to research digital imagery and use image sourcing.
- How to use voice recording tools and audio editing.
- How to use digital storytelling using Keynote.
- How to use Keynote's paint/drawing features to create and manipulate images.
- How to use Adobe Aero and how to set up an augmented reality scene.
- How to finalise an AR museum and present digital work.

Key Facts to Remember

- I can explain the concept of digital imagery and its different applications.
- I can source and use images responsibly from the internet while understanding copyright principles.
- I can record my voice clearly using digital tools and edit audio for clarity and impact.
- I can create a short digital story using a combination of images, voice recordings, and text in Keynote.
- I can use Keynote's drawing features to create and manipulate images to complement my stories.
- I understand the basics of augmented reality and create a simple AR experience using Adobe Aero.
- I can present my digital work.

Key Vocabulary and Glossary

- **Digital Imagery** - Images that are created, stored, or manipulated using computers or digital devices.
- **Image Sourcing** - The process of finding and selecting images from various sources, such as the internet.
- **Voice Recording** - The act of recording audio using a device or software for playback or editing.
- **Audio Editing** - The process of modifying sound recordings by cutting, combining, or altering audio files.
- **Digital Storytelling** - Telling a story using digital tools, including images, audio, and text, to engage an audience.
- **Drawing Features** - Tools and options within software that allow users to create illustrations and graphics.
- **Augmented Reality (AR)** - An interactive experience that combines real-world elements with digital information, enhancing how we perceive our environment.
- **Presenting** - The act of sharing or displaying work to an audience, demonstrating understanding and creativity.

Interesting Facts

- The first digital image was created in 1957 by a scientist named Russell Kirsch. It was a black and white image of his baby son!
- Augmented reality is used in various industries, including gaming, healthcare, and education, to enhance learning experiences.
- Keynote is widely used by professionals for business presentations and by educators to create interactive lessons.
- The voice recording feature on many devices can help improve storytelling by allowing you to add emotion and personality to your narratives.

Theme



Anglo Saxons Settlements

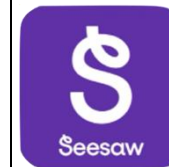
The Anglo-Saxons were Germanic tribes (Angles, Saxons, and Jutes) who migrated to Britain in the 5th century after the Roman withdrawal. Their settlements were often small, rural farmsteads, with some larger, more prominent settlements developing into early kingdoms. Sutton Hoo, a significant archaeological site in Suffolk, is renowned for its elaborate ship burial and wealth of artifacts, offering insights into Anglo-Saxon culture and practices.

Apps & Software



Adobe Aero

Adobe Aero is an augmented reality (AR) platform used for creating, sharing, and viewing immersive, interactive experiences in the real world, without needing to write code.



SeeSaw

An educational platform that can be used to create an electronic portfolio of children's completed digital work.



Voice Memo

A "voice memo app" is a mobile application, typically available for both iOS and Android devices, that allows users to record and manage audio files.



Keynote

Keynote is a presentation app that allows users to create and deliver slideshows on their Apple devices.