

	<p>Target audience Content Assets Audio Charts and graphs Hyperlink/Weblink Photograph(s) /Image(s) Text Video Triggers Object recognition / Marker-based Location (GPS) based / Markerless Superimposition Layers / User Interaction Action flow Static Interactive</p> <p>2.2 Design Tools</p> <p>Tools used to design the content and action flow for an AR product Flowcharts Mind Maps Mood boards Storyboards Visualisation diagrams Wireframes</p>			<p>2.1 Planning and Design Considerations</p> <p>Learn more about triggering augmented reality experiences with AR markers (linkedin.com/pulse)</p> <p>Top tools to build augmented reality mobile apps (infoq.com)</p> <p>What a Race: the world's first live augmented reality race with the 2018 Acura TLX -(YouTube)</p> <p>Live Texturing of Augmented Reality Characters from Colored Drawings (YouTube)</p> <p>2.2 Design Tools</p> <p>Guide to Flowchart Symbols, from Basic to Advanced (gliffy.com)</p> <p>3 Basic Types of Mind Maps (edrawsoft.com)</p> <p>How to create great mood boards (YouTube)</p> <p>Mind map software summary</p> <p>Flowchart software (lucidchart.com)</p>	
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	<p>3.1 Augmented Reality (AR) model prototype Characteristics Not full product Confirms functionality Confirms aesthetics Has access to real data</p> <p>3.2 Triggers</p>			<p>Ten best online flowchart software of 2021 (thedigitalprojectmanager.com)</p> <p>Storyboarding and wireframing (part 1) (cousera.org)</p> <p>Visualisation diagrams (lakelandscomputing.com)</p> <p>What is a wireframe and how to design them: a beginners guide (designshack.net)</p> <p>Flowchart software (lucidchart.com)</p> <p>Ten best online flowchart software of 2021 (thedigitalprojectmanager.com)</p> <p>Ten tools for creating infographics and visualisations (moz.com)</p> <p>Wireframe software (mockflow.com)</p> <p>Wireframe software (balsamiq.com)</p> <p>Topic 3 Creating an Augmented Reality model</p> <p>Prototyping designing software (balsamiq.com)</p> <p>Design and prototyping tool for web and mobile apps (justmind.com)</p>	
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	<p>Trigger characteristics Must be unique</p> <p>Should not contain</p> <ul style="list-style-type: none"> ○ blurred images ○ too much text ○ too much blank space <p>Object recognition / Marker-based</p> <p>Location based / Markerless</p> <ul style="list-style-type: none"> □ Superimposition <p>3.3 Layers / user interaction</p> <p>Single and multiple layers</p> <p>Access to layers Static</p> <p>Interactive</p> <ul style="list-style-type: none"> ○ Swipe ○ Click/select ○ Voice <p>3.4 information output</p> <p>Audio</p> <p>Chart(s) and graph(s)</p> <p>Hyperlink(s)/Weblink(s)</p> <p>Photograph(s) /Image(s)</p> <p>Text</p> <p>Video(s)</p> <p>4.1 Testing</p> <p>How to carry out testing of an AR model prototype</p> <p>Technical testing</p> <p>User testing</p> <p>Using a test plan</p> <p>Test number</p> <p>What is being tested</p> <p>Expected result</p> <p>Actual result</p> <p>Remedial action</p>			<p>A design platform (figma.com)</p> <p>Transformative collaboration (invisionapp.com)</p> <p>Different types of prototypes (reforge.com)</p> <p>How to create triggers for augmented reality (YouTube)</p> <p>Image recognition that triggers augmented reality (ted.com)</p> <p>9 essential terms you need to know in augmented and virtual reality (industry.com)</p> <p>How to make an AR app in 6 minutes (YouTube)</p> <p>Topic 4 Testing</p> <p>User testing design process (maze.co)</p> <p>Technical testing (pentalogy.com)</p> <p>Review strategy and effective reviews (mindtools.com)</p>	
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	<p>4.2 Reviewing the process of creating the Augmented Reality (AR) model prototype</p> <p>Ways to review The effectiveness of the processes followed The effectiveness of the tools and techniques used Does the AR model prototype meet the defined purpose Lessons learnt.</p>				
Y11 Spring	<p>Unit R050 IT in the digital word</p> <p>Topic area 5: Digital Communications</p> <p>5.1. Types 5.2 Software Digital communications</p> <p>5.1. Types 5.2 Software 5.3 Digital Devices 5.4 Distribution channels 5.5. Audience demographics</p> <p>Topic area 6: Internet of Everything (IOE)</p> <p>6.1 use of IoE 6.2. Application areas in everyday life</p>	<p>End of topic 5 Assessment</p> <p>End of topic 6 Assessment</p>	<ul style="list-style-type: none"> Students can be given a scenario and be asked to create a presentation that justifies the selection of a storage location for that scenario Mind map of different channel connections including: <ul style="list-style-type: none"> Characteristics Advantages Disadvantages <p>Online eRevision for topic 5 Assessment</p>	<p>5.1 Types of digital communications1</p> <p>5.2 Software_Database</p> <p>5.2 Software_lesson 1</p> <p>5.2 Software_Spreadsheet</p> <p>5.3 Digital devices</p> <p>5.4 Types of distribution channel worksheet_types</p> <p>5.4.2 Distributed channel connectivity</p> <p>5.5 Audience demographics worksheet_5.1a_[d]</p> <p>Topic 5 Assessment</p> <p>Topic 6 6.1. Use of IOE</p> <p>What is IoT? (oracle.com)</p>	<p>Topic 5 Field, Record, Table, Distribution channels, Real-time data (RTD), Voice over internet protocol (VoIP), internet service provider,</p> <p>Topic 6 smart city, Telematic, Civil Aviation Authority (CAA), Automatic number plate recognition (ANPR) Driver and vehicle licensing Agency (DVLA), vehicle-to-everything (V2X), vehicle-to vehicle (V2V)</p>

			<p>homework - research into what IoE is used at home.</p> <p>Online eRevision for topic 6 Assessment</p>	<p>What is the internet of things? (wired.co.uk)</p> <p>What is the internet of things (IoT)? (ibm.com)</p> <p>IoT – internet of things (YouTube)</p> <p>What is IoT (internet of things)? (YouTube)</p> <p>The four pillars of IoT (open.edu)</p> <p>6.2 Application areas in everyday life Complete workbook</p> <p>The 9 most important applications of the Internet of Things (fractal.com)</p> <p>Real world IoT applications in different domains (edureka.co)</p> <p>Top uses of IoT (jigsawacademy.com)</p> <p>Internet of things on IBM cloud (ibm.com)</p> <p>Topic 6 Assessment</p>	
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Y11 Summer	Any improvement on R070 Exam preparation R050	Students will work on improvements on R070 to get a higher mark. Assignment set by OCR from start of year. Assessment R050	Exam papers Exam Questions	Dependent on feedback from moderator. Action made based on that. Revision resources based on R050 Workbook A, B, C and D	Augment, Virtual reality, Extended reality (ER), Mixed reality (MR), Avatar, immersive, Travel portal, Markers, Trigger, Anchor, Computer vision, QR code, Accelerometer, Digital compass, Global positioning systems (GPS), Phablet, Viewfinder, Visual indicator, surface plane
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