## What I need to know: Y6 ICT – 3D Modelling

We nurture the curiosity to learn, the courage to lead and the compassion to care.

Name:

Class:

For this term we are looking into online safety as well as 3D Modelling.

What I will know	~	Start	End
How to discuss the similarities and differences between 2D and 3D shapes		0	Ο
How to select, move, and delete a digital 3D shape		0	0
How to resize a 3D object and change the colour of a 3D object		0	Ο
How to rotate a 3D object, position 3D objects in relation to each other, select and duplicate multiple 3D objects		0	0
Identify that physical objects can be broken down into a collection of 3D shapes		0	0
How to group a digital 3D shape and a placeholder to create a hole in an object		0	0
How to plan my 3D model, choose which 3D objects I need to construct my model and modify multiple 3D objects		0	0
How to develop and improve a digital 3D model		0	0

Skills I may use	
Remember: name, identify, describe	Analyse: investigate, infer, select, clarify
Understand: predict, recall, interpret	Create: plan, design, construct
Apply: use, show, relate, demonstrate	Evaluate: compare, assess, judge

Vocabulary I need to know						
1. I have heard the word, but I don't	2. I understand what the word	3. I can explain what the word				
know what it means	means	means and give other examples				
3D Shape, 2D shape, modelling, 3D Space, resize, Rotate, position, select, duplicate, Dimensions, placeholder,						
hole, group, ungroup, Modify, evaluate, improve						

Opportunities to support English and maths				
•	Skim and scan texts to retrieve information or quotes quickly and accurately			
•	Summarise main ideas from more than one paragraph			
•	Make and justify inferences with appropriate evidence from the text			
•	Provide reasoned justifications for their views, quoting evidence from across a text			

Curriculum Links and Enrichment Activities

• Art and design – KS2

To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

Design and technology – KS2

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

• Mathematics – KS2 (Y6)

Recognise, describe and build simple 3D shapes, including making nets

Responsibility

Reflection

