




What I Need to Know: Y6 Computing: Creating Media – 3D Modelling

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

In this unit, we will use TinkerCAD to work in a 3D space - moving, resizing and duplicating objects. We will create hollow objects using place holders and combining multiple objects to create 3D models.

 Create, Communicate & Evaluate	
Plan, develop and evaluate my own 3D model of a building using TinkerCAD	
 Question, Reason, Discuss & Explain	
Discuss and explain how real-world architects use 3D tools.	
Consider and discuss how architects use 3D designs to visualize and plan buildings and communicate with clients	
Look at real world structures and identify and discuss the shapes they include	
Identify ways to modify and improve my model and explain my ideas to others	
 Know & Do	
Know that you can work in three dimensions using a computer	
Add and move 3D shapes to a project and view from different perspectives	
Modify, resize, lift, lower and re-colour 3D objects	
Rotate, duplicate and group 3D objects	
Size objects & use placeholders to create holes in 3D objects	

Vocabulary I need to know...
2D, 3D, 3D object, 3D space, view, resize, colour, lift, rotate, position, select, duplicate, dimensions, placeholder, hole, group, ungroup, modify, evaluate, improve

Opportunities to support English and maths
<ul style="list-style-type: none"> Recognise, describe and build simple 3D shapes, including making nets Articulate, and justify ideas, answers, arguments and opinions Ask relevant question to extend their understanding and knowledge

Curriculum Links and Enrichment Activities
<ul style="list-style-type: none"> Improve mastery of art and design techniques including drawing, painting and sculpture Generate models and communicate ideas through annotated sketches, diagrams and computer aided designs Online safety – describe strategies to keep my personal information private, depending on context