

Computing Cycle A 5/6

Creating media - 3D modelling - Unit 6.5

Lesson 1

What is 3D modelling and how can we use it to create a range of 3D shapes?

TinkerCAD
2D/3D shapes
select
move
perspective view

Lesson 2

How can digital 3D objects be modified?

handles
resize
lift
lower
recolour

Lesson 3

How can objects be combined in a 3D model?

rotate
duplicate
group

Lesson 4

How do we create a 3D model for a given purpose?

cylinder
placeholder
hollow

Lesson 5

How do architects use 3D design to visualise and plan buildings?

choose
combine

Lesson 6

How can I create my own 3D model?
+
Assessment task

construct
evaluate
modify

What will we be learning about over the coming weeks?