



Computing - 3D modelling - Summer 1 - Who Let the Gods Out? - Year 5

Learning Experiences

Computing - 3D modelling - Summer 1 - Who Let the Gods Out?

In this unit the children will have the opportunity to use the software 2Design and Make to create 3D models for a purpose. They will then print the nets for their 3D models to create physical models from their original designs.

Lesson 1 - To be introduced to 2Design and Make. Explore what the 2Design and Make tool is for and explore the different viewpoints in 2Design and Make whilst designing a building.

Lesson 2 - To explore the effect of moving points when designing. Adapt one of the vehicle models by moving the points to alter the shape of the vehicle while still maintaining its form.

Lesson 3 - To understand designing for a purpose. Explore how to edit a polygon 3D model to design a 3D model for a purpose.

Lesson 4 - To understand printing and making. Refine a design to prepare it for printing. Print a design as a 2D net and then create a 3D model. Explore the possibilities of 3D printing.

Associated Documentation

Foundation Subjects

Computing

Aims

Skill Code	Skill Statement	Year
CA04	are responsible, competent, confident and creative users of information and communication technology.	Year 4
CA04	are responsible, competent, confident and creative users of information and communication technology.	Year 5
CA04	are responsible, competent, confident and creative users of information and communication technology.	Year 6

Subject Content

Skill Code	Skill Statement	Year
CSC01	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Year 4
CSC01	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Year 5
CSC01	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Year 6

CSC05	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Year 4
CSC05	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Year 5
CSC05	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Year 6
CSC06	use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour	Year 4
CSC06	use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour	Year 5
CSC06	use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour	Year 6
CSC07	select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Year 4
CSC07	select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Year 5
CSC07	select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Year 6