

My steps through learning:

What I will know and understand

How I will show that I know it

Steps through Learning Computing: Recognise and use 3D modelling

Lesson 5

To know how to plan my own 3D model

- I can analyse a 3D model
- I can choose objects to use in a 3D model
- I can combine objects in a design



Lesson 6

To know how to create my own 3D model

- I can construct a 3D model based on a. Design
- I can modify my 3D model to improve it



Lesson 3

To know that objects can be combined in a 3D model

- I can rotate objects in 3 dimensions
- I can duplicate 3D objects
- I can group 3D objects



Lesson 4

To know how to create a 3d model for a given purpose

- I can accurately size 3D objects
- I can show that placeholders can create holes in 3D objects



Lesson 1

To know you can work in 3 dimensions on a computer

- I can add 3D shapes to a project
- I can view 3D shapes from different perspectives
- I can move 3D shapes relative to one another



Lesson 2

To know that digital 3D objects can be modified

- I can resize an object in 3 dimensions
- I can lift and lower 3D objects
- I can recolour a 3D object



What should I already know

- To know that 3D modelling must be looked at from all angles
- Be familiar with using 2d graphics programming such as Scratch and Purple Mash

National Curriculum:

KS2 - Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

KS2 - Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

