Question: Can you deign and make a 3D model?
Creating media- 3D modelling.

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

International Baccalaureate Learner Profile Link:
Communicators.
How do we express and present ourselves to others?
How can we communicate with others?
We can be clear in both written and oral form?
Principled.
To take my time and think before acting.
To remain calm, thoughtful and deliberate in my actions.
Caring
What does it mean to be caring?
What people, actions and ideas do I care most about?
How do I show that I care through my actions and words?

Prior Skills: Year 5	New Skills: Year 6	Future Skills: KS3
To create graphical objects on a computer screen. To select a shape type to add to a drawing. To select a line type to add to a drawing. To add text to a drawing. To drag out an object on the page. To duplicate an object. To select an object. To delete an object. To reposition objects. To rotate objects.	To create 3D graphical objects on a computer screen. To alter the view of the 3D space. To place a 3D object in a 3D space. To select, duplicate and delete and object. To recognise that blank objects must be used as placeholders to create holes. To reposition, rotate,	To understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem To use 2 or more programming languages, at least one of which is textual, to solve a variety of computational

To resize an object. To alter object proportions. To recolour an object. To select multiple objects. To group objects. To modify multiple objects. To change the layers of an object.	resize and recolour an object. To select multiple objects. To group objects. To modify multiple objects.	problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions

Knowledge, Skills and Understanding

To produce digital content in a given format e.g. podcasts, videos, AR, virtual reality, 3D, digital music or illustrations. To learn about planning including elements that they may need to source from other services.

Resources: Hardware: iPads, Computers Tinkercad (https://www.tinkercad.com). .	**Websites or Apps:** Apps: Book creator.
	Extended Writing Opportunities: Can they plan to design and make another 3D model?
Vocabulary: 2D, 3D, modelling, shapes, colour, digitally, resize, modified, rotated, similarities, differences,	**Numeracy skills:** Directional language. Making 3D nets.
Suggested Quality Texts: See selection in library.	**WOW Experience:** NCCE link.

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

Year 6 Summer 1