



# Creating Media – 3D Modelling

YEAR 6  
Term 5

## Knowledge Building Blocks:

- To explain that 3D models can be created on a computer.
- To position 3D shapes relative to one another.
- To recognise that a 3D environment can be viewed from different perspectives.
- To use digital tools to modify 3D objects.
- To recognise that digital tools can be used to manipulate 3D objects.
- To combine objects to create a 3D digital artefact.
- To show how placeholders can create holes in 3D objects.
- To use digital tools to accurately size 3D objects.
- To recognise that artefacts can be broken down into a collection of 3D objects.
- To construct a 3D model which reflects a real world object.

## Application:

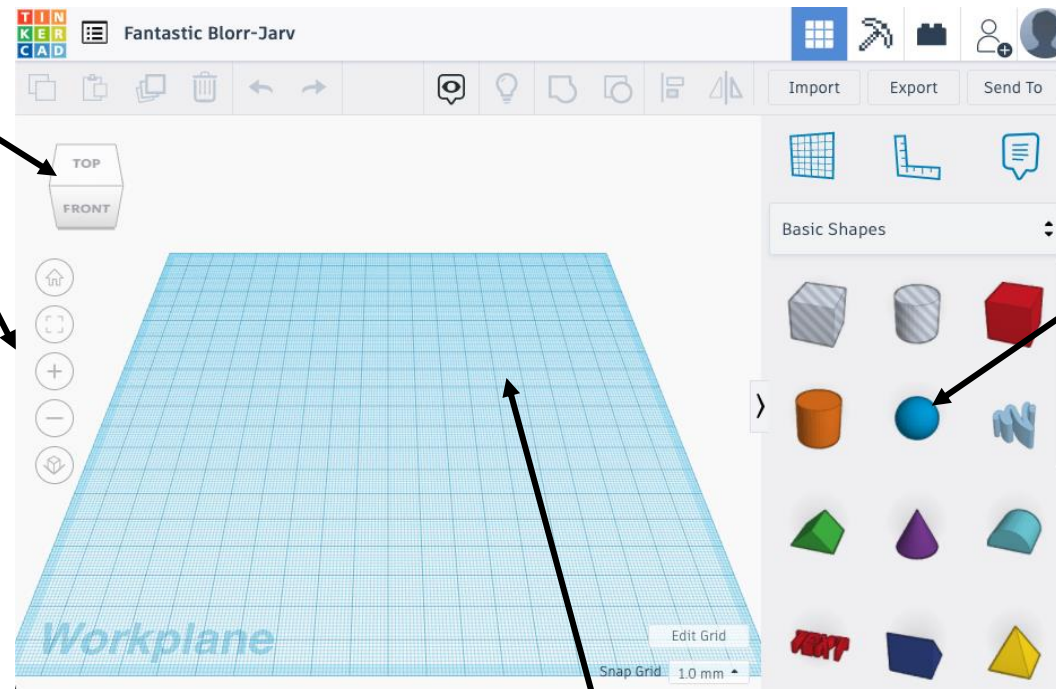


# AUTODESK Tinkercad

## Key Vocabulary:

- 3D model
- perspectives
- digital tools
- modify
- manipulate
- artefact
- placeholders
- size/resize
- collection
- dimensions
- rotate
- duplicate
- grouping/ungrouping
- architecture
- evaluate
- modify

View tools



Shapes

Workplane