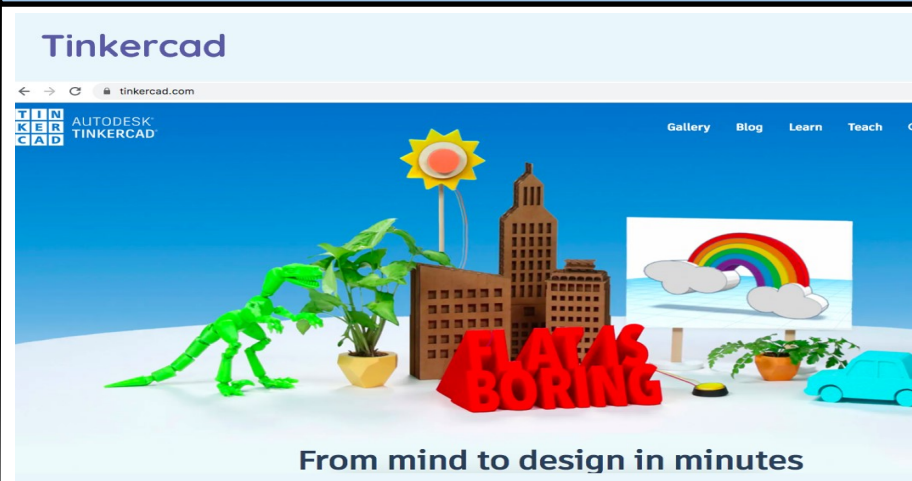
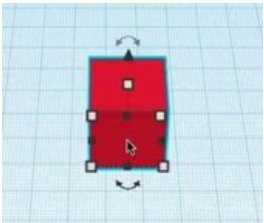


Year 6: Creating media

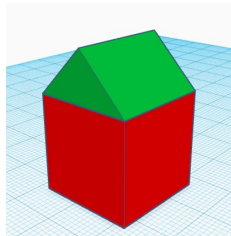
3D modelling to :



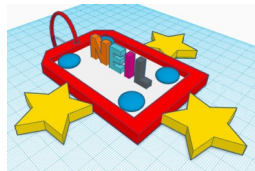
Create and view a 3D object



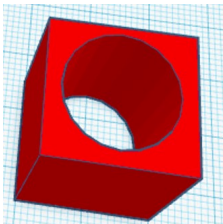
Stack and resize a 3D object



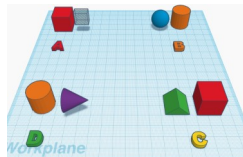
Rotate and reposition objects



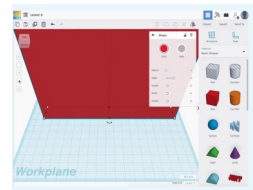
Make holes in 3D objects



Group and modify objects



Produce a 3D model from a plan



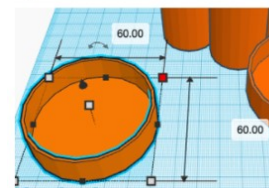
What we will be able to do :

- discuss the similarities and differences between 2D and 3D shapes
- explain why we might represent 3D objects on a computer
- identify how graphical objects can be modified
- Select, rotate and duplicate multiple 3D objects
- identify the 3D shapes needed to create a model of a real-world object
- group a digital 3D shape and a placeholder to create a hole in an object
- modify my model to improve it
- evaluate my model against a given criterion

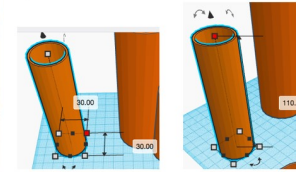


From the real world 3D object to a scaled 3D model.

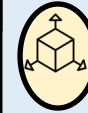
Cylinder 1



Cylinder 2



KEY VOCABULARY:



Dimension: a measurement of the size of something in a particular direction, such as the length, width or height.



Duplicate: exactly like something else



Evaluate: to judge or calculate the quality, importance, amount, or value of something



Improve: make or become better



Modify: to make changes to



Placeholder: a variable that allows us to create our operations



Reposition: place in a different position



Resize: to change the size by making something bigger or smaller



Rotation: turning an object to face a different direction