

## Spring 1 Year 6- 3D Modelling

### Computing Concepts



Presentation

**Presentation**  
Expressing ideas



Systems

**Systems**  
Knowing how to create and use programmes



Digital world

**Digital World**  
Knowing how to use a range of technology

### Curriculum Objectives

- 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

### Learning Overview

Learners will develop their knowledge and understanding of using a computer to produce 3D models. Learners will initially familiarise themselves with working in a 3D space, moving, resizing, and duplicating objects. They will then create hollow objects using placeholders and combine multiple objects to create a model of a desk tidy. Finally, learners will examine the benefits of grouping and ungrouping 3D objects, then go on to plan, develop, and evaluate their own 3D model of a building.

Lessons will cover:

- Introduction to 3D Modelling
- Modifying 3D objects
- Make your own name badges
- Make a desk tidy
- Planning a 3D model
- Make your own 3D model