



Year Five and Six Programme A

Topic – 3D Modelling (Computer Science)

Term: Summer 1

Key Learning

To be introduced to 2Design and Make and the skills of computer aided design.
To explore the effect of moving points when designing.
To design a 3D Model to fit certain criteria.
To refine and print a model.

Key Skills

Computer Science

Plan and write programs to control external devices such as sensors and motors and explain about the inputs and outputs used. Have an understanding of how a computer network works and the opportunities that it offers for communication and collaboration.

Key Vocabulary

CAD – Computer aided Design – A CAD computer program or app allows you to design a 3D object or environment in 2D and visualise it in 3D on the screen from many angles.

Modelling - The activity of making models.

3D – Something that has three dimensions; height, width and depth.

Viewpoint - A person's opinion or point of view.

Polygon - An object with at least three straight sides and angles, and typically five or more.

2D – Something that has only two dimensions; height and width.

Net - A pattern that you can cut and fold to make a model of a solid shape.

3D Printing - The action or process of making a physical object from a three dimensional digital model, typically by laying down many thin layers of a material in succession.

Points - An exact position or location on a 2D surface.

Template - Something that serves as a model for others to copy.

Learning Links

Y4

Create a stop motion animation using 2Animate
Use of art tools to create backgrounds and effects