



Respect, Believe, Achieve

## Year 3

### 3D Design

Computing



#### Key Words

3D	Three dimensional, to see a shape from different angles and adding depth to a 2D (2 dimensional) object.
Rotate	Turn 3D objects such as a cube to see the different faces of it and edit each face.
Zoom	Zoom in on an object to see more detail or zoom out to see more of the whole design
Grid	The grid helps you position the 3D objects accurately and adjust their size. You can change the size of the squares in the grid if you are using small or larger shapes.
Chisel, Hammer and Trowel	The trowel builds one cube at a time and the hammer removes one cube at a time. The chisel slices cubes.
Spray	Change the colour of individual cubes.
Bucket	Fill all connected shapes with a colour.

#### What do I already know?

- Use lines and fill tools to make interesting patterns and mimic an artist's style (Mondrian).
- Add a variety of shapes (outlines and fill) and label them with text.
- Re-create graphics using pixels with different colours.

# Our Learning Steps

## 1. 3D space

Understand and place 3D space on a grid to match another design.



## What is 3D?

## 2. 3D modelling

Re-create or design familiar 3D models using cubes, such as tables and chairs.



## 3. Chisel tool

Use chisel tool to improve and adapt models.



## 4. Colour

Colour individual blocks or whole models.



## 5. Design

Apply 3D skills to your own design.



## 6. Evaluation

Share and evaluate your designs.

