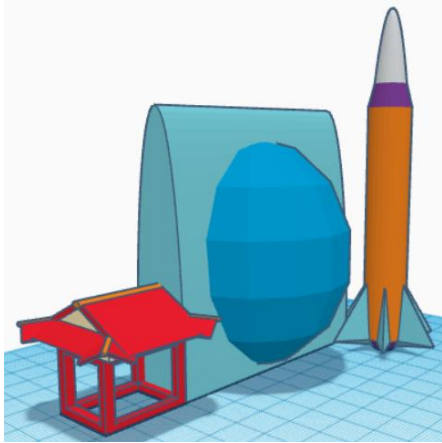


# Y6 Computing N2K – Creating Media - 3D Modelling Summer 2

## Concepts

### **Information Technology**

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.



## Key Skills

To recognise that you can work in three dimensions on a computer.

To identify that digital 3D objects can be modified and combined in a design.

To plan and create a 3D model for a given purpose.

## Enquiry Questions

How do I use a computer to make 3D models?

How can I modify and combine 3D objects?

How can I plan and design my own 3D model using a computer?

## Key Vocabulary

**3D shapes** - solid objects that have 3 dimensions (length, width and height).

**workplane** - a feature that defines the location of an 3D object.

**perspective** - showing 3D objects on a 2D surface so to give the right impression of their length, width and height.

**handles** - square icons that are used to change the dimensions of an object.

**lift/lower** - cone shaped icons that lift or lower an object against the workplane.

**rotate** - move an object in a circle round an axis.

**duplicate** - copy an object.

**group** - group multiple objects together so that they can all be modified in the same way.

**placeholder** - used to make holes/hollows in 3D objects.

**modify** - make a change to an object/group of objects.