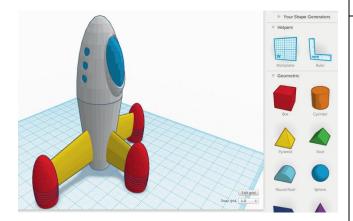


Computing		Year 6			
Focus: 3D Modelling					
Age related vocabulary					
Manipulate	In computing, manipulate refers to any modification made to text, images, sounds, video, or other data. It can also mean to change, move, or control information on a computer.	Place Holders	A placeholder is a character, word, or string of characters that temporarily takes the place of the final data.		
Combine	Combining refers to the act of bringing two or more things together to form a whole. It involves joining different elements to create a new entity.				
Carlton Assessment Grid					
Success Criteria			Pupil Teach		Teacher
			Reflection		Assessment
I can add 3D shapes to a project and move them relative to one another			Before	After	
I can resize an object in three dimensions, lift/lower 3D objects and recolour a 3D object			Before	After	
I can rotate objects in three dimensions and group 3D objects			Before	After	
I can accurately size 3D objects, show that placeholders can create			Before	After	
holes in 3D objects and combine a number of 3D objects					
I can plan my own 3D Model using computer software			Before	After	
I can make my own 3D Model using computer software			Before	After	



Key Knowledge

3D modelling is a way of creating a digital representation of three-dimensional objects. Three-dimensional objects have height, width and depth.

A 3D model can be looked at from different angles or viewpoints.

3D models can be made using materials such as paper or wood, or they can be printed using a 3D printer.

3D modelling is used in many different industries including architecture, construction, film-making, gaming, product design, geology and even health care. 3D models allow designers to try out ideas, be creative and solve problems without using up expensive resources in the real world.