

# Year 5 Spring 2- 3D Modelling



## Big Question

Can I be a Designer?

### Key Vocabulary for the unit:

**2D shape:** A shape with 2 dimensions.

**3D shape:** A shape with 3 dimensions.

**Push/pull:** Make your shape.

**Orbit:** Move around, above or below your model.

**Pan:** Zoom in.

**Dimension:** Length, breadth, depth or height.

**Eraser:** Remove or delete.

**Measurement:** The size of specific objects.

**Guide:** Measuring tool within Sketch Up.

**Axis:** An imaginary line to rotate something from.

### Powerful knowledge/skills for this unit:

- ◆ I can draw 3D shapes.
- ◆ I can add detail to 3D drawings.
- ◆ I can add and manipulate 3D models.
- ◆ I can create a complex 3D model.
- ◆ I can create a 3D model of my own design.

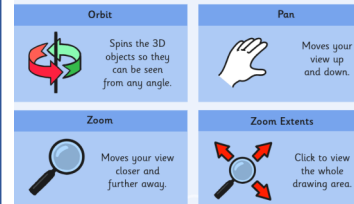
### What I should already know from Year 4:

- ◆ I can understand some 2D and 3D shapes
- ◆ I can input a series of code for a given output.
- ◆ I can orientate and direct objects.

### Useful diagrams for the unit:

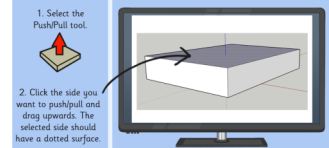
#### **Orbit, Pan and Zoom**

View your shape using the Orbit, Pan and Zoom tools.



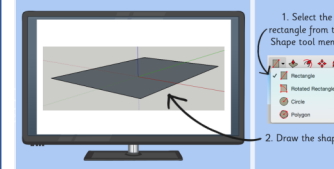
#### **Push/Pull Tool**

Use the Push/Pull tool to create a cuboid from the rectangle.



#### **Shape Tool**

Remember that you need to click to start drawing the shape and click again to end the shape (don't drag).



#### **Blue, Red and Green Lines**

The blue, red and green lines show the different axes to guide the drawings.

