

Learning graph Year 6 - Creating media - 3D modelling

To explain that 3D models can be created on a computer

To recognise that a 3D environment can be viewed from different perspectives

Key:

Concept

Skill

Links:

Direct prerequisite

direct prerequisite

Scaffolding not

To use digital tools to modify 3D objects

To recognise that a 3D environment can be viewed from different perspectives

To recognise that digital tools can be used to manipulate 3D objects

accurately size 3D objects

To show how

placeholders can create

holes in 3D objects

To use digital tools to

To recognise that artefacts can be broken down into a collection of 3D objects

To construct a 3D model which reflects a real world object

Resources are updated regularly - the latest version is available at: the-cc.io/curriculum.

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To combine objects to

create a 3D digital

artefact