

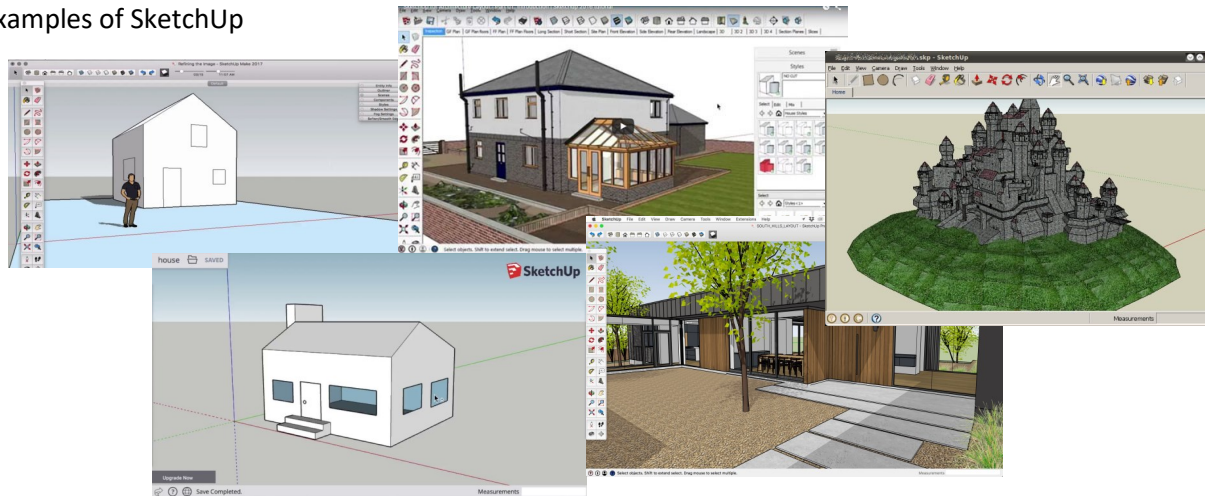
Year 5—Multimedia: Text and images

3D modelling: SketchUp

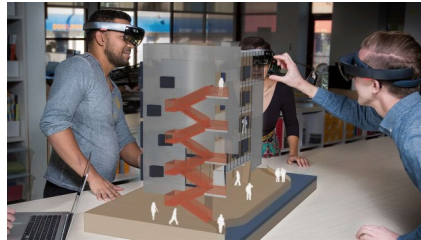
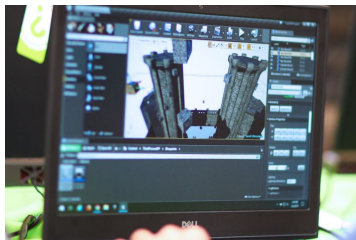
By the end of this unit we will be able to:

- Draw 2D shapes or lines.
- Draw simple 3D models.
- Manipulate 2D shapes into 3D shapes.
- Import 3D models from the 3D warehouse.
- Use a range of SketchUp tools including: shape, push, pull, orbit, pan, zoom, erase and fill.
- Draw and manipulate 3D models independently.
- Use inference points to draw lines and shapes.
- Draw and manipulate scale 3D models.
- Select the correct tools for different features.

Examples of SketchUp



How could this skill be used outside of school?



Apps/software used in this unit:

SketchUp



Wonder
 Enjoyment
 Love of Language
 Belonging
 Empathy
 Courage
 Kindness

Key Vocabulary

3D model	A 3D representation of an object, not flat like a 2D drawing.
Component	A part or element of a larger whole.
Dimension	A measurable extent of a particular thing such as length, depth or height.
Offset	Place off of a set line.
Rotate	Move in a circle around the centre.
Group	Group a number of objects into one single object.
2D shape	2D shapes are flat.
Modelling	The activity of making 3D models.