Learning graph
Year 6 – Creating media – 3D modelling

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

To position 3D shapes relative to one another
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

To combine objects to create a 3D digital artefact
To use digital tools to accurately size 3D objects
To show how placeholders can create holes in 3D objects

To combine objects to create a 3D digital artefact
To use digital tools to accurately size 3D objects
To show how placeholders can create holes in 3D objects
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

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