iModel

Learning

- To understand the difference between 2D and 3D shapes
- To become familiar with basic 3D modelling tools
- To understand that graphical models can easily be changed
- To use features of graphical modelling software to develop a 3D model
- To evaluate and improve 3D models

Key Vocabulary

2D	Shapes with two dimensions: height and width (e.g. square)
3D	Shapes with three dimensions: height, width and depth (e.g. cube)
Model	A representation of something
Resize	Change the size in any direction (e.g. make smaller or bigger)
Rotate	Turn shapes around the 3D space
Zoom In	Get closer
Zoom Out	Move away
Group	Combine shapes

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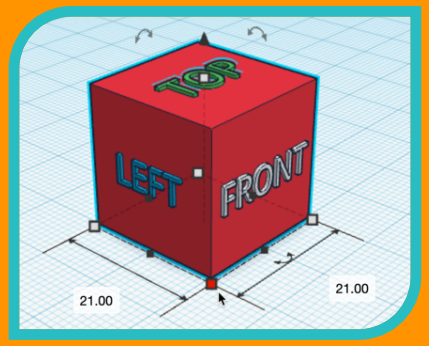
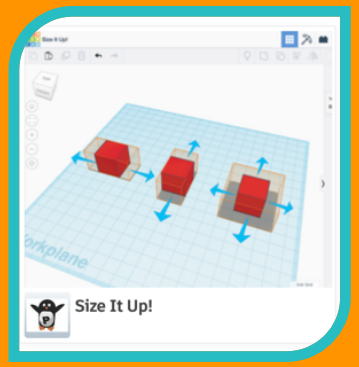
Examples





Key Questions

Show me a 2D shape in the classroom	E.g. a square
Show me a 3D shape in the classroom	E.g. a cube
What is a computer model?	A digital representation of something real
Give an example of when a computer model might be used	To design a house
When might 3D modelling be useful?	E.g. designing buildings, kitchens, playgrounds, towns, cities etc.
What are the advantages of a computer model?	You can make changes easily and cheaply to try things out
What makes a good model?	Accuracy (e.g. size) and a good representation of what it would look like in real life