

# Computing Outcomes Portfolio



Year 6 - Autumn 2

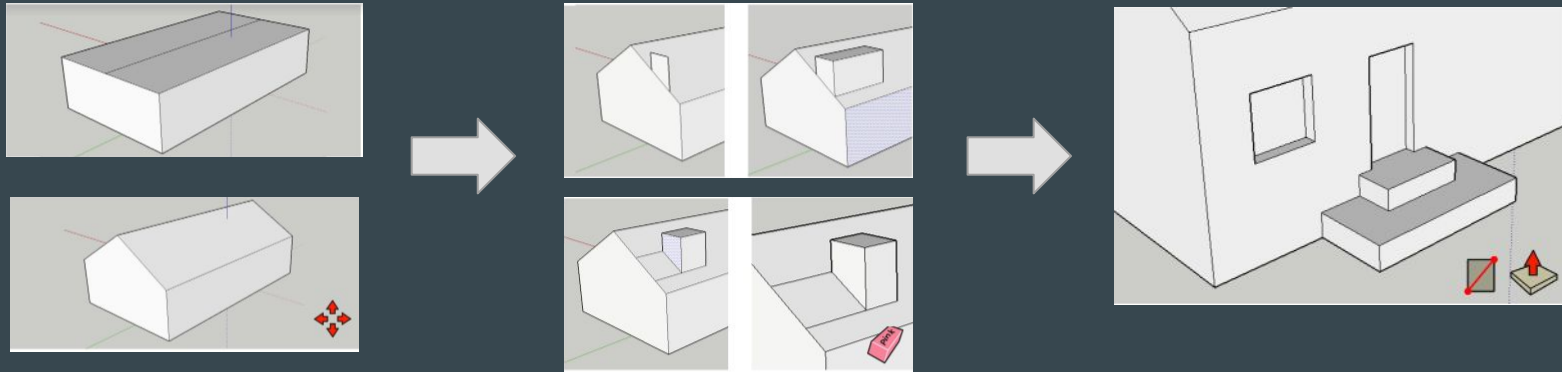
3D Modelling Simulation (SketchUp Architecture)

## Intent

In this unit the learners extend their drawing skills to create 3D models based on using the software SketchUp. Learners will learn how to create simple and complex 3D models. Learners will develop their knowledge and understanding of using a computer to produce 3D models. Learners will initially familiarise themselves with working in a 3D space, moving, resizing, and duplicating objects. They will then create hollow objects using placeholders and combine multiple objects to create a model of a desk tidy. Finally, learners will examine the benefits of grouping and ungrouping 3D objects, then go on to plan, develop, and evaluate their own 3D model of a building.

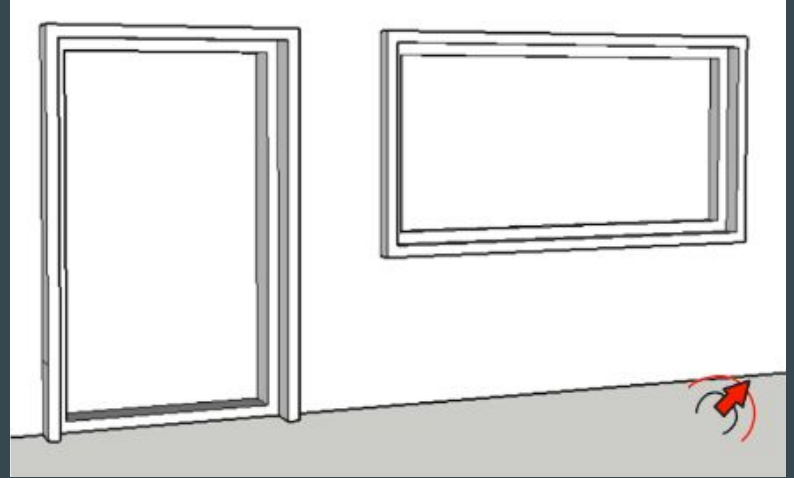
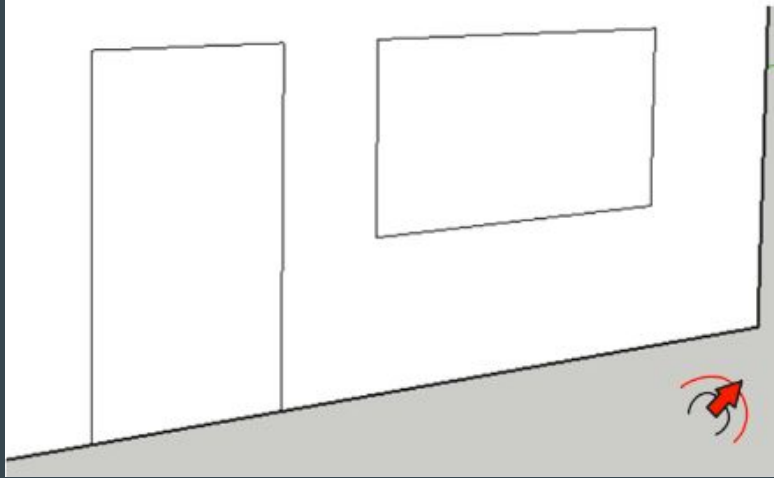
# Lesson 1: L.Q. How can we draw 3D shapes in SketchUp?

Create the foundations of house with various features.

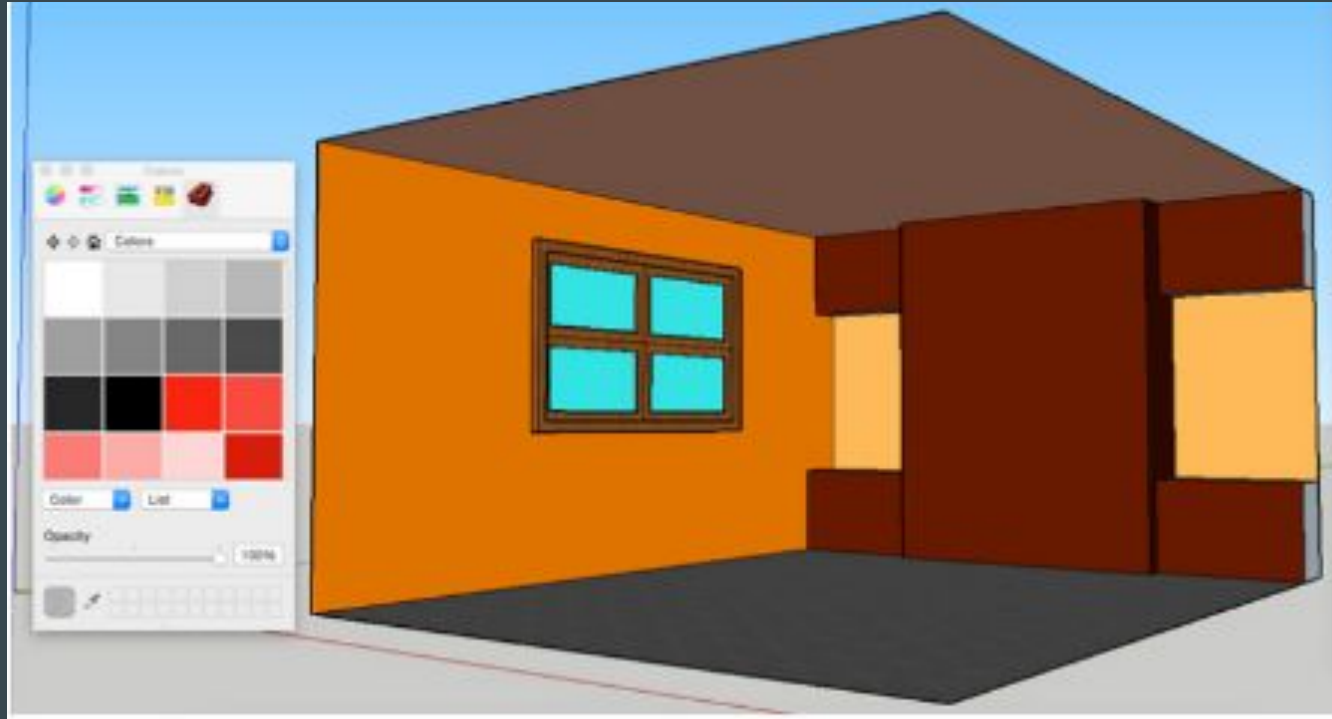


## Lesson 2: L.Q. What details can we add to our 3D shapes in SketchUp?

Add details to your house.

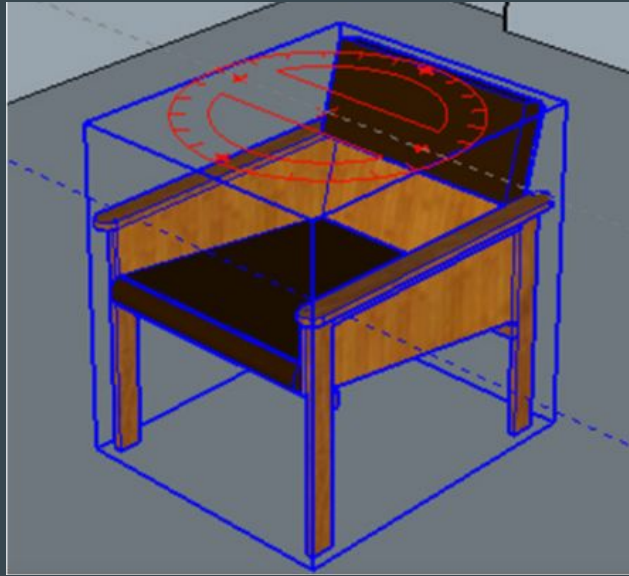


## Lesson 3: L.Q. How can I design the inside of house on SketchUp?



## Lesson 4: L.Q. How can I add and manipulate 3D models?

Add and manipulate furniture to suit your house.



## Lesson 5: L.Q. How can 3D models be upleveled in SketchUp?

