

Year 5 – Sketch Up Model 3D

What it looks like next year...



- Explain what is meant by animation.
- Create a series of linked frames that can be played as a short animation.
- Control and adjust a time slider to locate a different point in a film clip.

What it looks like next year...



- Select appropriate characters to match a scene.
- Animate characters with movement & speech in a story.
- Use broadcast & receive blocks correctly in code.
- Use show & hide blocks correctly in code.

Vocabulary (definitions)

2D / 3D Shape
 Rectangle
 Offset
 Move
 Pan
 Push / Pull
 Orbit
 Inference
 Zoom
 Dimensions
 Component / Rotate

Sequence of Learning

1. **2D to 3D** (I can draw 3D shapes)
2. **Detail** (I can add detail to my 3D drawings)
3. **Inside** (I can add detail to my 3D drawings)
4. **Furniture** (I can manipulate 3D models)
5. **A Table** (I can create a complex 3D model)
6. **Your Room** (I can create a 3D model of my own design)

Cultural Capital

- To be able to understand the basic function of how to create a 3D model on a computer.
- The real life knowledge that links is: how animation and 3D modelling are used in computing
- The jobs it can be used in are: animator, producer, web designer, Animation films.