| Objectives and Sticky Knowledge – <u>CREATING MEDIA – 3d modelling</u> |

Previous Knowledge Recap:

1. I know that permission is needed when recording another person.

2. I know that videos of other people must not be shared anywhere without the person's consent, or consent of an adult.

Land Objectives and Sticky Knowledge:

To recognise that you can work in three dimensions on a computer.	To identify that digital 3D objects can be modified	To create a 3D model for a given purpose
I can add 3D shapes to a project. I can view 3D shapes from different perspectives. I can move 3D shapes relative to one another.	I can resize an object in three dimensions I can lift/lower 3D objects I can recolour a 3D object	I can accurately size 3D objects I can show that placeholders can create holes in 3D objects I can combine a number of 3D objects

Sea:
Links with 'Stewardship and Sustainability':

Links with CST and CKA Values Crown:

Year 6 Computing Lent 1 Knowledge Organiser

Sky Objectives:

Use variables in programs in order to influence a value.

Collect, present and evaluate data that is easily understandable to a given audience.

Demonstrate the safe and respectful use of a broad range of technologies grounded in the understanding of the importance of privacy, consent and respect.
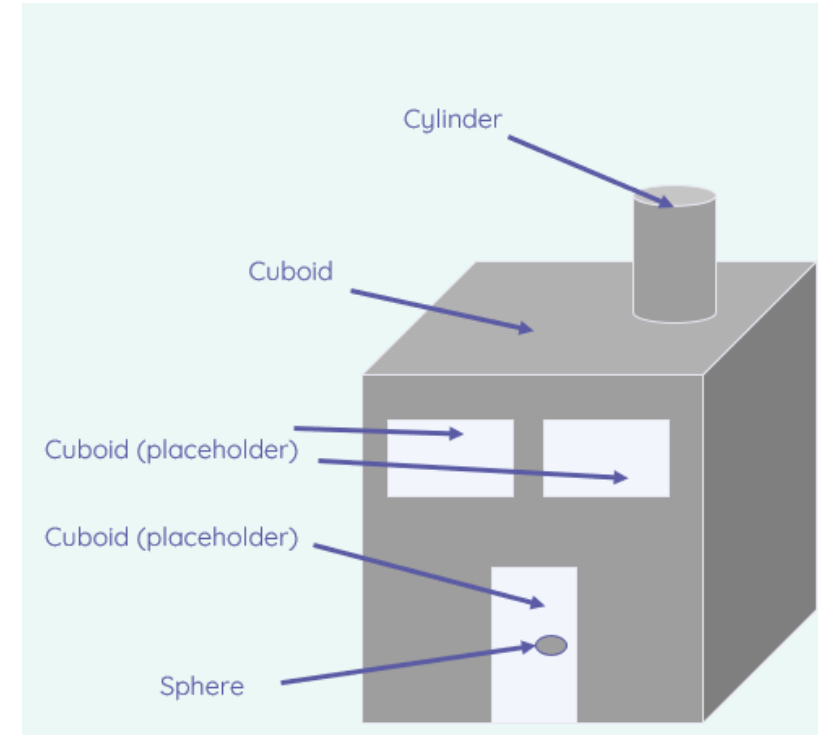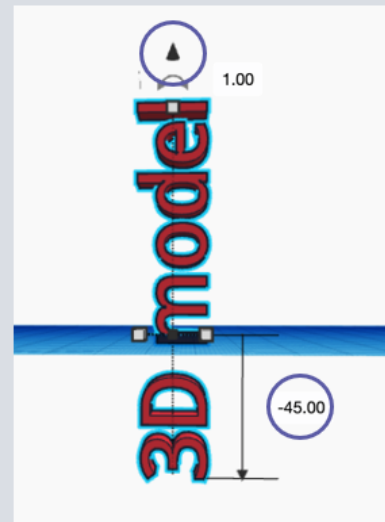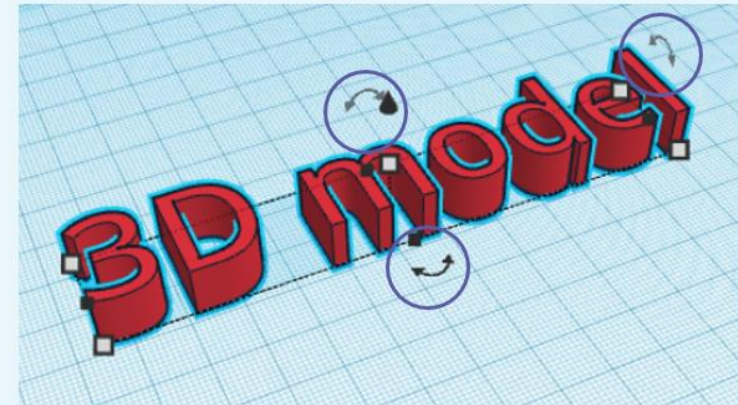

Crossing the workplane

When you rotate an object vertically, some of it may end up under the workplane.

You can lift it back on top of the workplane.

Hint: When lifting objects, the distance between the object and the workplane is shown.

Rotating shapes

The three curved double-headed arrows enable you to rotate shapes in three dimensions.