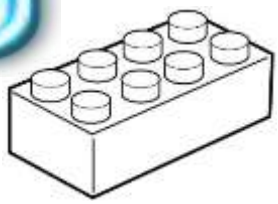
Computing

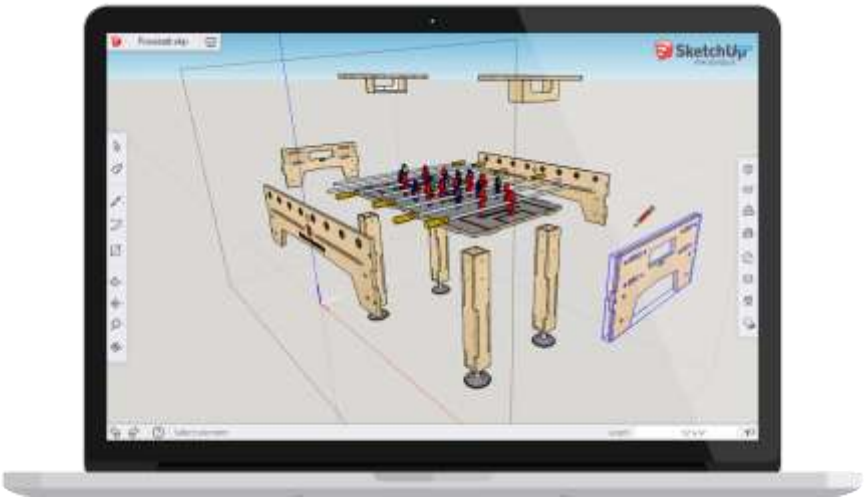
SKETCH UP



National Curriculum

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Key Vocabulary			
Sketchup	3D	push/pull tools	mm architectural
intersection	guidelines	nnobs/discs	Lego
zoom	click and drag	dimensions	orbit
measure	tool set/palette		



Intents	Student
I know that 3d architectural software can be used to mock up 3d models	
I can use 3d architectural software to follow instructions to make a Lego brick to specific dimensions.	
I can use the skills developed to create a 3d moon buggy	