



St. Francis Xavier's RC Primary School

Computing Unit Guidance and Formative Assessment

Year Group:	6 Summer Term	Subject:	Computing
Unit:	Tinkercad Manipulate 2D shapes into 3D models Use inference points to draw lines and shapes	Prerequisite Learning and Curriculum Links	EYFS: Technology- complete a simple program on the computer, using Beebots (physical coding) Y1: Coding- program a single moving character Y2: Coding- program multiple characters Y3: Hour of code Y4: Smoking car game Y5 Scratch coding game
ROCKS (Remembering Our Curriculum Knowledge and Skills)			
I can manipulate 2D shapes into 3D shapes		Online Safety Explore 'digital footprint' using technology, including mobile phones, games consoles Be discerning in evaluating digital content	
I can use the measure tool to draw shapes			
I can use inference points to draw lines and shapes			
I can import 3D models from the 3D warehouse			
Progressive Journey:		Skills:	
2D to 3D Adding detail to 3D drawings Adding and manipulating more complex 3D models Creating a 3D model of my own design		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 by: <ul style="list-style-type: none"> - drawing and manipulating simple 3D shapes. - adding detail to simple 3D shapes. - adding more complex 3D models. - creating complex 3D furniture models - applying the skills they have learnt in this unit to their own design. 	
Key Vocabulary 2D shape, 3D shape, rectangle, push/ pull, orbit, pan, zoom, zoom extents, move, inference, eraser, dimension, measurement, guide, group, component.			