

UKS2 Computing Knowledge Organiser

Year 6 - Term 5 - Creating Media - 3D modelling

Key Focus: 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.

National Curriculum Objectives:

- 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
- Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Creating Media 3D Modelling -

- To recognise that you can work in three dimensions on a computer
- To identify that digital 3D objects can be modified
- To recognise that objects can be combined in a 3D model
- To create a 3D model for a given purpose
- To plan my own 3D model
- To create my own digital 3D model



Key vocabulary	
Word	Meaning
Three dimension (3D)	Having three dimensions such as length, height and width.
Objects	Part of the design of a 3D model that can be modified.
Modify	Change the shape, size or appearance of an object.

Sticky Knowledge:

Three dimension models can be created using a computer.

3D models can be modified for purpose on a computer.