Y4 Thinking like a computer scientist

I will develop knowledge to create a 3D design for a new toy. I will research toys for different ages groups, sketch my invention idea, consider who will be most likely to play with my toy and how I will make it safe to play with. I will then use Tinkercad to create a 3D design of my idea. Use AR to view my design in real surroundings.

Key Knowledge

- To know that I can design a 3D toy with virtual materials
- To know that I can delete, reshape and duplicate elements
- To know that I can create new virtual elements to use in my design
- To know how to evaluate my design and suggest ways to improve it.

Key vocabulary

Design, space, accessible, shape, plane, 3D, Augmented Reality (AR), delete, reshape, duplicate

Learning Questions

What is Tinkercad and how can it help me create a design a new toy?

Can I create a project plan for my new toy?

Can I explore the tools and features of Tinkercad?

How can I use virtual materials to make a new toy?

How can I use virtual materials to make a new toy?

Can I evaluate my design?