



Sticky Knowledge	Key Vocabulary
• To know how to use a computer to manipulate 3D digital objects. • To know how to use a computer to create 3D digital objects. • To know how to compare working digitally with 2D and 3D graphics. • To know how to construct a digital 3D model of a physical object. • To know how physical objects can be broken down into a collection of 3D shapes. • To know how to design, develop and improve a digital model by combining 3D objects.	3D objects, images, graphics, reposition, rotate, resize, placeholder
National Curriculum Coverage	
Information Technology	
✓ Recognise that 3D objects comprise length, width and height. ✓ Recognise the difference when working in 3D compared to 2D. ✓ Recognise that structure can be broken down into a collection of 3D objects. ✓ Recognise the similarities and difference between real-life 3D and virtual 3D. ✓ Create 3D graphical objects on a computer screen. ✓ Alter the view of the 3D space and place a 3D object in. ✓ Select, duplicate and delete an object. ✓ Modify an object. ✓ Reposition, rotate and resize an object in three dimensions. ✓ Recolour an object. ✓ Use an object as a placeholder. ✓ Recognise that blank objects must be used as placeholders to create holes. ✓ Recognise the role of scale in design. ✓ Select, group and modify multiple objects.	