To design a character avatar	Computing Knowledge organiser	Learning Lens: Digital Literacy—using and applying Class: 5

Previous Knowledge

Draw 2d/3d objects on paper.

Project Hook or 'Wow' memory

The key skills we want pupils to use during this topic:

- Create a 3D representation of a character within Tinkercad

- Use mathematical computation to solve real-world problems.

Created a 3D model and accessories that are easily identifiable.

Learning Steps	Key Knowledge (answers)
To familiarise themselves with Tinkercad	Work through Tutorials: Place it; Move it; Zoom in and out; lift; rotate; Size it; Experiment with different shapes
Contiinue to manipulate shapes	Group it; copy it: duplicate it; Hide it; align it; colour it.
Design a character avatar	Based on what you have seen in Tinkercad design a character on paper. Use the 'Physical Traits Inventory' sheet to help with design
Create avatar on laptop	Use Tinkercad to create designed avatar

Key vocabulary

Workplane	The area of working space within the system
Proportionate models	Ensuring all items are designed at the proportionate size compared to other pieces of furniture in the shelter
Duplicate	Exact copy of an item.
Scale	Choosing an appropriate size within the tinkercad workplane.
Dimensions	A measurable extent of a particular kind, such as length, breadth, depth, or height.

Final Outcome

A scaled , character avatar

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