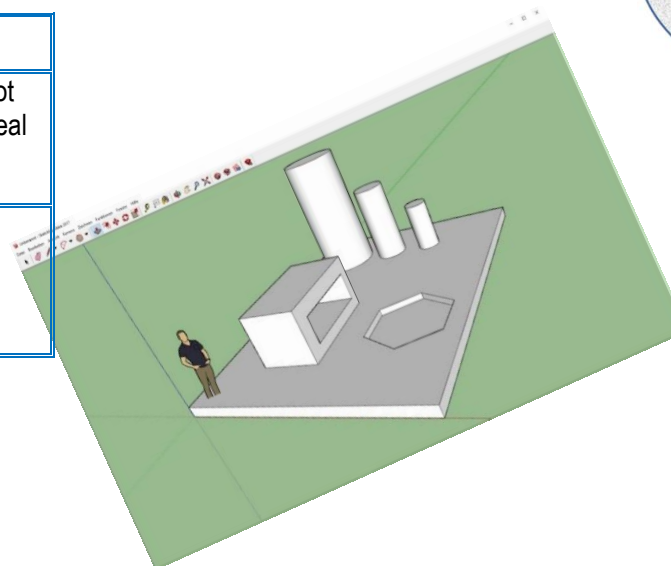




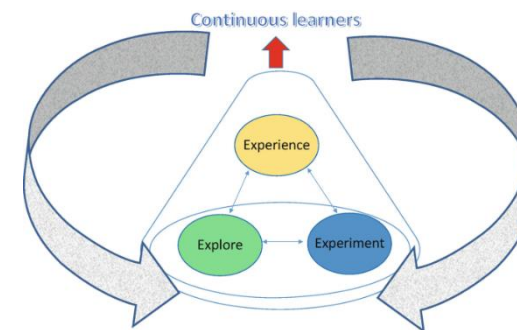
Computing Knowledge Organiser		
Year group: 5	Topic link:	Element of Computing: draw and design in 3D
Key Question: What applications can architects use to design living spaces?		

Key Vocabulary	
Virtual	created by computer technology and appearing to exist but not existing in the physical world : In the game players simulate real life in a virtual world.
Render	to reproduce or represent by artistic or verbal means. In this instance to represent a living space within a 3D design app.



Mediums and Resources
Word/ PPT– either on IPads or Laptops
 

My outcome will be
To create a 3D representation of a virtual living space



What key knowledge will I have by the end of this journey?
Confident understanding of what Sketch Up is and how it is a useful tool for designers
Beginning to understand basic tools within the software: place, lift, drop etc.

What key skills will I have by the end of this journey?
Improved ability to use design apps
Able to place 2D shapes
Able to 'raise' or lower' 3D shapes
Able to combine 3D images to represent a living space

Links to previous and future learning			
In Year 3 Introduction to basic software	In year 4 Use software to create and edit a wiki (shared document)	In Year 5 Use software to draw and design	In year 6 Develop a project consolidating prior learning