

STEAM – Unit 3 (3D DESIGN)

Content Area: **3D DESIGN (Grade kinder)**

Course(s):

Time Period:

Ongoing

Length:

Ongoing

Status:

Published

Big Idea

The technology, now widely known as 3D printing, is advancing rapidly, making its way to consumers, and reshaping manufacturing in the 21st century. 3D printing opens up inspiring possibilities and opportunities, like the ability to produce a fully functional “machine” in one print. It is the only manufacturing process that can interlock parts within parts to produce functioning closed systems that require no assembly. Furthermore, because 3D printers produce objects directly from computer models, users can immediately hold, evaluate, test and use their ideas – and share them digitally with the world. The Internet revolutionized the creation, modification and dissemination of digital media. Now, 3D printing makes that possible for physical objects. 3D printing is reshaping the fields of art, design, architecture, science, technology and engineering by revolutionizing how things are made. (Stratasys Education, 2017)

Enduring Understanding

SWBAT understand the difference between 2 dimensional and 3 dimensional shapes. SWBAT identify common 3 dimensional shapes. SWBAT use a digital modeling program to design a 3 dimensional object.

Skills

- Identify 2 dimensional and 3 dimensional shapes.
- Use a digital modeling program such as Tinkercad to design a 3 dimensional object.
 - Digitally manipulate objects in a 3 dimensional environment.
 - Digitally zoom in and out on the object.
 - Observe the object by moving the workplane.

Standards

K-2	Apply the design process.	8.2.2.D.1	Collaborate and apply a design process to solve a simple problem from everyday experiences.
	Use and maintain technological products and systems.	8.2.2.D.2	Discover how a product works by taking it apart, sketching how parts fit, and putting it back together.
		8.2.2.D.3	Identify the strengths and weaknesses in a product or system.
		8.2.2.D.4	Identify the resources

			needed to create technological products or systems.
	Assess the impact of products and systems.	8.2.2.D.5	Identify how using a tool (such as a bucket or wagon) aids in reducing work.

Assessments

- Tracking of student lesson achievement in Tinkercad (or other online 3D design application)
- Teacher observation
- Successful design and/or printing of project

Resources/Instructional Materials

VIDEOS

Connell instructional videos on how to use Tinkercad tools

LESSON PLANS

[DESIGN A HOUSE](#). In this lesson, students learn how to use a 3 dimensional design software. They utilize the tools to construct a house. Students drag and drop cubes and rectangular prisms to make the basic house shape, windows, and doors. Students drag and drop a cube to make the house shape. Students drag and drop a roof shape to make the roof. Students drag and drop a cylinder shape to make a chimney. Students compare the virtual lifting of the objects on top of each other to the lifting of objects by a crane. Students learn that hollow shapes can make windows and doors. Students learn that they can use the wheel on their mouse to zoom inside the house and put treasure inside of it.

Students will be challenged to design dog houses. They will use their knowledge about what animals need to survive to design a safe, warm home for a dog.

WEB SITES

Tinkercad lesson plans

Thingiverse lesson plans

Maker's Empire lesson plans

Modifications

Individual accommodations

- Additional support
- Adapting lessons to meet various learning styles

Integration of 21st Century Skills

Focus on the development of 21st Century Content Skills:

- Global awareness
- Civic literacy
- Health and wellness awareness
- Environmental literacy

Focus on the Development of Learning and Thinking Skills:

- Critical Thinking and Problem Solving Skills
- Communication Skills
- Creativity and Innovation Skills
- Collaboration Skills
- Information and Media Literacy Skills
- Contextual Learning Skills

Focus on the Development of Life Skills:

- Leadership
- Ethics
- Accountability
- Adaptability
- Personal Productivity
- Personal Responsibility
- People Skills
- Self Direction
- Social Responsibility

Interdisciplinary Connections

- Academic and Technical Rigor - Projects are designed to address key learning standards identified by the school or district.

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- Authenticity - Projects use a real world context (e.g., community problems) and address issues that matter to the students.
 - Applied Learning - Projects engage students in solving problems calling for competencies expected in high-performance work organizations (e.g., teamwork, problem-solving, communication, etc.).
 - Active Exploration - Projects extend beyond the classroom by connecting to community explorations.
 - Adult Connections - Projects connect students with the wider community.
 - Assessment Practices - Projects involve students in regular, performance-based exhibitions and assessments of their work; evaluation criteria reflect personal, school, and real-world standards of performance.