

Teach Computing - Year 6 Autumn 2 Curriculum Map

Year group	Unit	Lesson	Learning objectives	Success Criteria
6	Creating media - 3D Modelling	1	-To recognise that you can work in three dimensions on a computer	-I can add 3D shapes to a project - I can move 3D shapes relative to one another - I can view 3D shapes from different perspectives
6	Creating media - 3D Modelling	2	-To identify that digital 3D objects can be modified	-I can lift/lower 3D objects - I can recolour a 3D object - I can resize an object in three dimensions
6	Creating media - 3D Modelling	3	-To recognise that objects can be combined in a 3D model	-I can duplicate 3D objects - I can group 3D objects - I can rotate objects in three dimensions
6	Creating media - 3D Modelling	4	-To create a 3D model for a given purpose	-I can accurately size 3D objects - I can combine a number of 3D objects - I can show that placeholders can create holes in 3D objects
6	Creating media - 3D Modelling	5	-To plan my own 3D model	-I can analyse a 3D model - I can choose objects to use in a 3D model - I can combine objects in a design
6	Creating media - 3D Modelling	6	-To create my own digital 3D model	-I can construct a 3D model based on a design - I can explain how my 3D model could be improved - I can modify my 3D model to improve it