

Graphics and Modelling

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Plan

This weeks task is to design, sketch and model a method of transport using items you can find around your home, garden or local area.

You will need to:

- Source materials (cardboard, toilet rolls, string, sticks, lego...)
- Decide on the scale/size of the model.

Sketch

Next you need to sketch your ideas out.

You are looking to create 4 or 5 ideas in either 2D or 3D.

Remember your model is to be a method of transport (rocket, train, car, bus, bike, skateboard, tank, airplane...)

Annotate your designs to show what you will use for each part

Make

Using your sketch as a guide to model your idea using the materials you have found.

The size of the model isn't important we are just trying to build on our designing and making skills.

Once you have done this create a sequence of operations for your model. This should tell me how you made it, what tools or materials you used and the order you completed the steps in.

Graphics and Modelling Submission

When you have attempted this task please send the following to your class teacher via Teams, Email or show my homework.



- Sketch of your model ideas (4 or 5) including brief annotations
 - A photo of your completed model
 - A brief evaluation/summary of your final model:

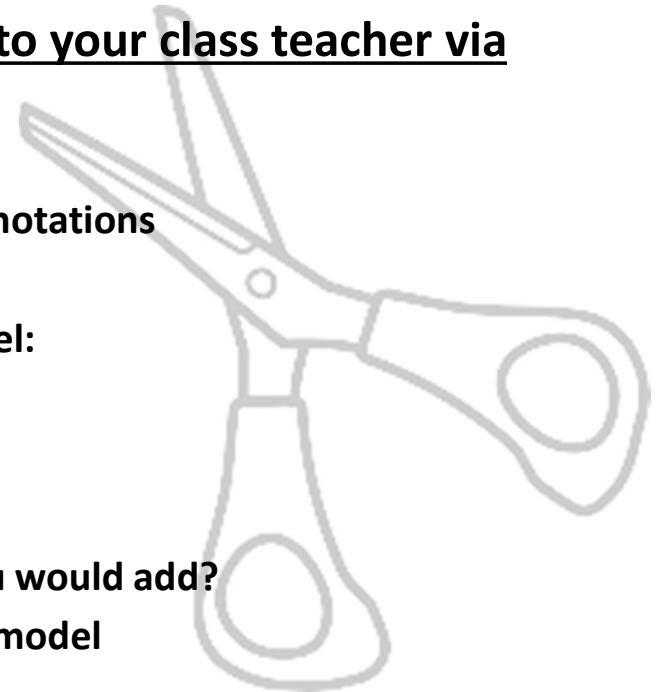
What worked well/what didn't

What would you change?

Do you know how you would change it?

If you had access to different materials is there anything you would add?

- A sequence or operations for the creating of your model

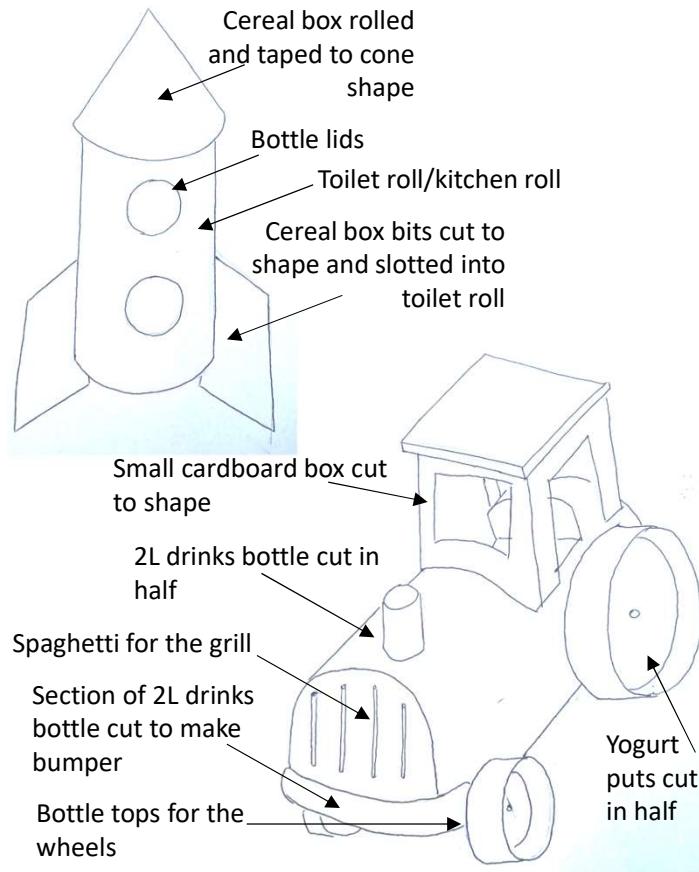


Graphics and Modelling Examples

Material Ideas



Sketches



Models

