

L.I. -To explore the effect of moving points when designing.

1. Open 2Design and Make from the Art icon and click on the video (play button) on the top right.

Watch the help video 'Make a 3D model'.

2. In some templates, the points can only be moved within the pale blue boxes. This is to maintain the shape as a truck, pyramid, etc. In other templates, such as the house, there are no such restrictions.

3. If you find it hard to work out which surface to draw on in the Net View, try drawing a dot on the surface and then check the 3D View. Then use the Undo control in the top right to remove the dot.

4. In the 3D View, the slider at the top will alter the width of the vehicle.

5. Select a vehicle template from the choice of vehicles: van, car, bus, train, truck cab and end. Try adapting the points to make their vehicle shape unique.

6. Can you make a triple-decker bus or a monster truck? What about a train for giants or a racing car? Perhaps you can think of a different creative vehicle to design.

### Extension:

Challenge pupils to produce two vehicles: A car and car transporter. They should use the templates. How could they be designed so that the car can sit on top of the transporter?

What might need to be adapted?

- Flat bed of truck design extended
- Length and width of the car reduced

Why does the car need to be made narrower? What would happen if it weren't? What would the alternative to making the car narrower be?

