# **Assessment rubric: Year 6 – 3D modelling**

| **Learner:** |  | **Teacher:** |  | **Date:** |  |
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|  | **Emerging [1]** | **Expected [2]** | **Exceeding [3]** | **Score** |
| --- | --- | --- | --- | --- |
| **Task** | * Explain that 3D models can be created using a computer | * Describe the purpose of their project: to create a 3D model of a building | * List the steps needed to complete the task |  |
| **Design decisions** | * Select from a variety of 3D shapes * Recognise that 3D objects can be viewed from different perspectives | * Explain shapes that are representative of a real-world object to make a model * Recognise that changing perspective does not change the position of objects | * Choose 3D shapes that can be combined to create more complex shapes * View objects from different perspectives to evaluate their size and position |  |
| **Implementation** | * Place and move 3D objects in three dimensions (including lift and lower) * Resize objects in three dimensions using handles * Group multiple objects and manipulate them as one object | * Position 3D objects to create a chosen artefact * Accurately resize objects * Create holes in objects * Use and combine variations of one 3D shape | * Use guidelines to accurately position 3D objects * Use size guides to accurately resize 3D objects relative to each other * Duplicate and ungroup objects to create variations of models |  |
| **Evaluation** | * Identify which elements of the task have been achieved | * Evaluate how successful they were in meeting the task requirements | * Identify how and why their project could be improved |  |
|  |  |  |  |  |

| **Teacher feedback** |  |
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| **Learner response to feedback** |  |

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