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

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