Google Sketch up – School Design

Lesson 3 & 4

Starter 1 — Identify how you have used the following tools in Google Sketch up for the previous Task.

Give reasons why you used the tools shown below?



Starter 2 - Discussion

Your task will be to create a design for a brand new School. Identify the different rooms that would be required in the new school:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Lesson 3 & 4 Overview

Objectives

Understand the design specification required for a new school.

Understand the need to use a range of tools in Google Sketch up to create an effective 3D model.

Outcomes		Time
Task 1	 Create a design for the new school building. Identify the different rooms required in your school building. Homework: Complete detailed specification of your design. 	
Task 2	Convert your hand drawn plans for school design into 3d using google sketch up.	
Task 3	Evidence your work in the document provided.	

Task 1 – Design

Create a design for the new school building.

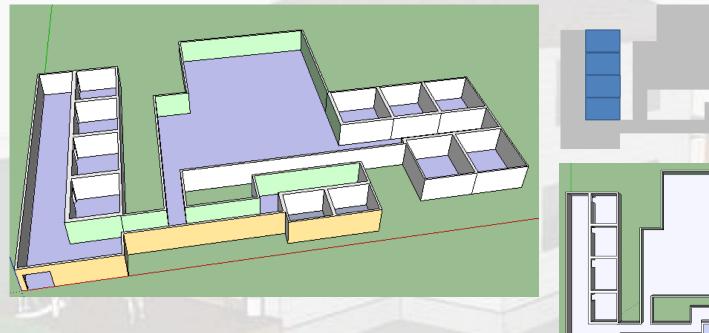
- Identify the different rooms required in your school building.
- · Compete design template provided.

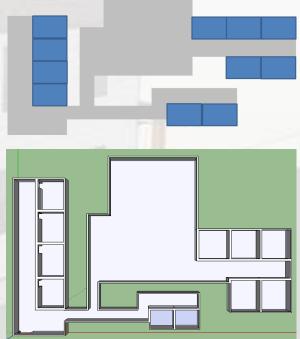


Homework: Complete detailed specification of your design.

Task 2 – Create your 3D School

Create a 3d version of your design for a school based on your design.





Task 3 – Evidence

- Complete the evidence document. (Print screen the Side/Top Views of your completed school)
- Annotate your work Label your rooms
- Identify possible improvements you could make to your design.
 - Possible Extensions
 - More classrooms
 - More Offices
 - Sports Hall
 - Library
- This will contribute towards your assessment. Click to Download Document

Plenary – Refer to the Lesson Objectives

Objectives

Understand the design specification required for a new school.

Understand the need to use a range of tools in Google Sketch up to create an effective 3D model.

Plenary Task (Q&A)

Peer Assess each others work and suggest possible improvements.

Discuss the levels pupils have achieved for this task.