



## Activity 1



Fill in the blank spaces. Use the words below:

connecting

Shaper

text

colour

The shaper Module is a tool in Makers Empire. We can create 3D objects by adding and connecting shapes in the work space. We can also change the colour of the shapes using the palette. text can also be added to the 3D object.

Match the 3D term with the correct meaning.

Term	Meaning
dimensions	the height, width and depth of an object or shape
extrude	the labels we use for dimensions in 3D design: height (x), width (y), depth (z)
face	changing the height, width or depth of an object
axis	joining shapes to create a 3D object
scale	making the size of a 3D model bigger or smaller
edge	the flat surfaces of a 3D shape or object
intersect	the parts between the flat surfaces of a 3D shape or object



Discuss the name tag task. Use the boxes below to make notes:

Topic	Notes
Requirements	amaker-app
Colours	blue
Shapes	△-□-○
Sizes	30cm-50cm

## Design



### Activity 4



## Activity 5

Complete the tables below after testing the name tag models.

### Name tag – Model 1

Requirements	Requirement met?	If no, what went wrong? How can you fix it?
Your name	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
A key loop	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	

### Name tag – Model 2

Requirement met? If no, what went wrong?



A key loop

<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No

### Name tag - Model 2

Requirements	Requirement met?	If no, what went wrong? How can you fix it?
Your name	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
A key loop	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	

Which name tag model is best? Tick the chosen model [✓].

Name tag - Model 1	<input checked="" type="checkbox"/>
Name tag - Model 2	<input type="checkbox"/>

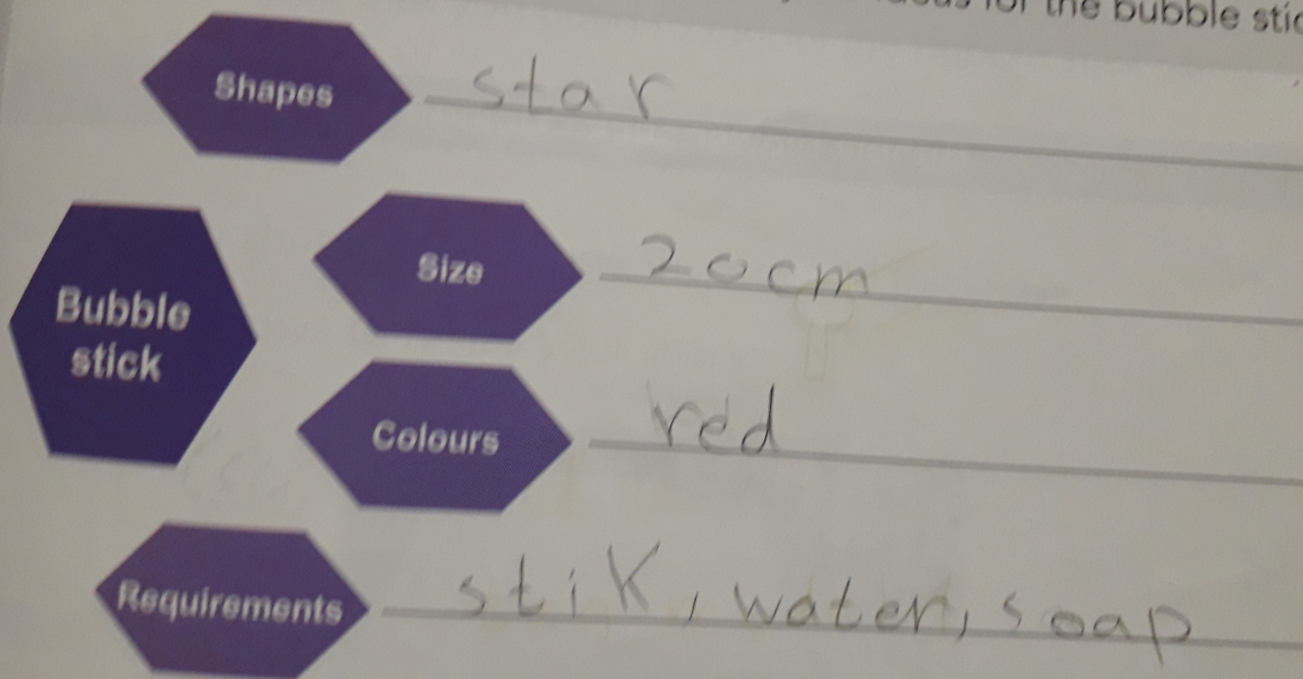
Why is your chosen model the best? Write your answer in the box below.

name tag-model-1



## Activity 6

Use the Mind Map below to write down your ideas for the bubble stick







## Activity 7

Now plan your name tag by sketching two bubble blower stick designs

### Bubble blower stick - Design 1



### Bubble blower stick - Design 2



2. From  
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3. Add  
Desi

4. Sele

• Use

A successful 3D object must meet the requirements from the brief.



### Activity 8

Complete the tables below after testing the bubble stick models.

#### Bubble stick – Model 1

Requirements	Requirement met?	If no, what went wrong? How can you fix it?
A handle	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
One or more loops/ shapes to blow bubbles	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	



Requirements	Requirement met?	If no, what went wrong? How can you fix it?
A handle	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
One or more loops/ shapes to blow bubbles	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	

Which bubble blower stick model is best? Tick the chosen model [✓]

Bubble stick – Model 1	<input checked="" type="checkbox"/>
Bubble stick – Model 2	<input type="checkbox"/>

Why is your chosen model the best? Write your answer in the box below.

bubble stick-model 1