



Unit: Blender	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
<b>LESSON TOPIC QUESTION(S)</b>	How do we create 3D graphics	How do we take graphics and make animations	How do we make complex imagery	How do we make graphics more realistic and natural looking	What impact does lighting and camera angles have	Assessment
<b>Knowledge &amp; Skills development</b>	<p align="center"><u>Theory Knowledge</u></p> Impact of 3D animation Keyframe animation vs Stop motion animation			<p align="center"><u>Digital Skills</u></p> Add, delete, and move objects Scale and rotate objects Use material to add colour to objects Add, move, and delete keyframes to make basic animations Create useful names for objects Join multiple objects together using parenting Use edit mode and extrude Use loop cut and face editing Apply different colours to different parts of the same model Use proportional editing Use the knife tool Use subdivision Add and edit set lighting Set up the camera Compare different render modes		
<b>Assessment / Feedback Opportunities</b>	<p><b>Formative Assessment</b></p> Workbook activity Class Discussion Questioning pupils Verbal Feedback Live Marking			<p><b>Summative assessment</b></p> Summative assessment test Rubric Assessment		
<b>Key Vocabulary</b>	Object, sphere, cone, add, move, rotate, scale, colour (material), keyframe, tweening, stop motion, object, animation, location, rotate, scale, timeline, parenting, edit mode, scale, extrude, loop cut, face, edge, vertex, proportional editing, knife tool, organic, subdivision, render, lights, camera, focus, ray tracing					
<b>Literacy/Reading opportunities</b>	The Complete Guide to Blender Graphics The Illusion of Life: Disney Animation The Animator's Survival Kit					

<b>Cross Curricular Themes</b>	Art and Design
<b>Personal Development (Including British Values, RSE, Citizenship)</b>	<ul style="list-style-type: none"><li>• Listening to others</li><li>• Responding suitable in discussions</li><li>• Taking part in group activities</li><li>• Respectful of other peoples views</li></ul>
<b>Career Opportunities</b>	Graphic Designer, 3D animator; 3D designer; Architectural designer; Art director