To explain that 3D models can be created on a computer

To position 3D shapes relative to one another

To recognise that a 3D environment can be viewed from different perspectives

To use digital tools to modify 3D objects

To recognise that digital tools can be used to manipulate 3D objects

To combine objects to create a 3D digital artefact

To show how placeholders can create holes in 3D objects

To use digital tools to accurately size 3D objects

To recognise that artefacts can be broken down into a collection of 3D objects

To construct a 3D model which reflects a real world object