

Architectural Design

Please complete the assignments listed below from home during campus closures.

Assignments will be assessed and graded, with a Due Date of March 31st 2020.

Project #1 TinkerCad – 3D Objects...

1. Go to <https://www.tinkercad.com/joinclass/9QPA6GJ17MMI>

Enter your first name followed by 2020. Example:

Welcome to
Architectural Design
Enter your nickname provided by your teacher.

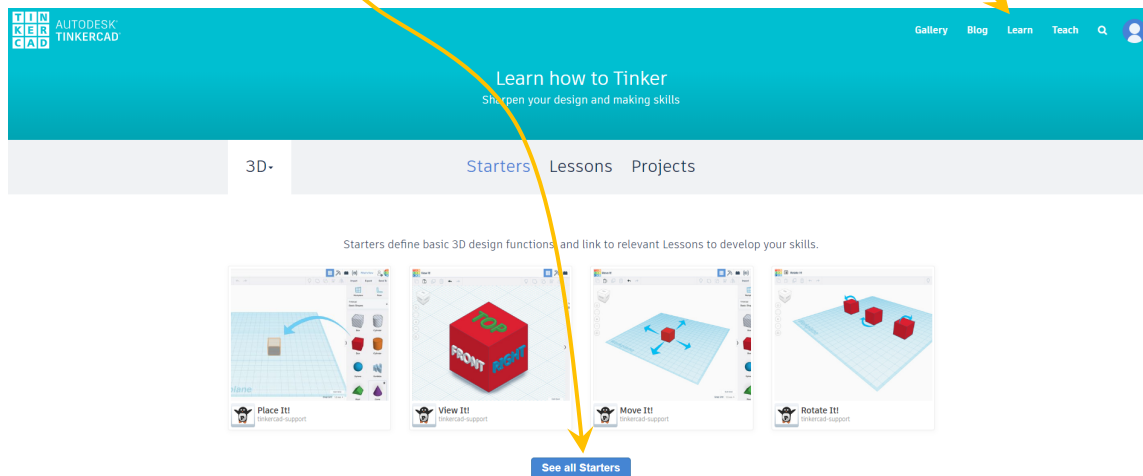
Type your Nickname

That's me!

Not Joining a class?
Go Back

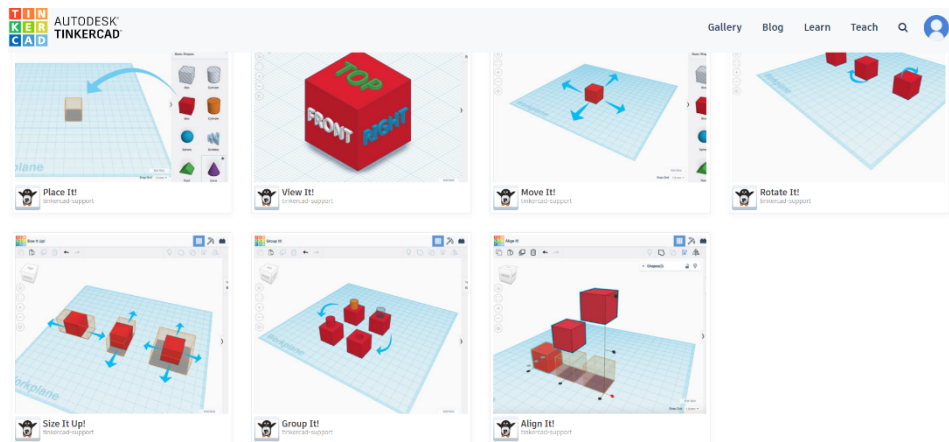
2. Click on Learn in the upper right corner...

3. Click on See all Starters...



4. Complete all the starters in order:

- 4.1. Place It!
- 4.2. View It!
- 4.3. Move It!
- 4.4. Rotate It!
- 4.5. Size It Up!
- 4.6. Group It!
- 4.7. Align It!

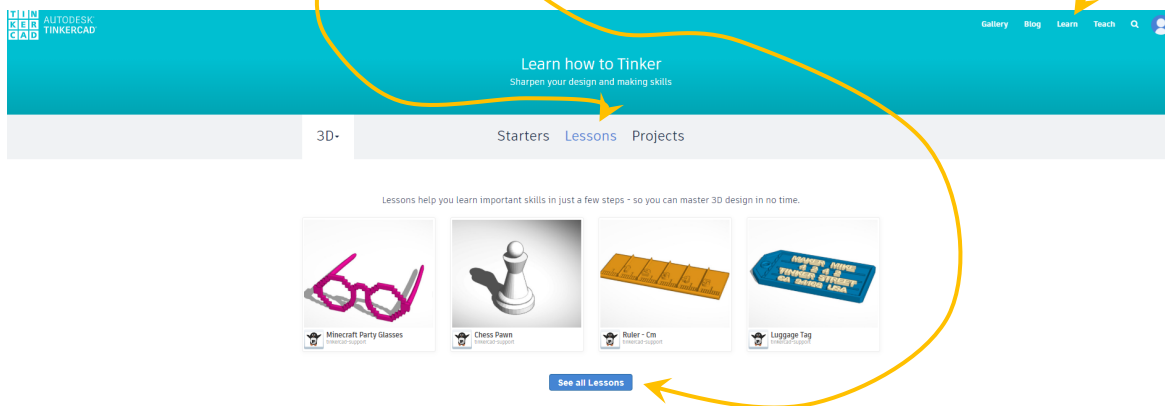


Text this message:

@2019design

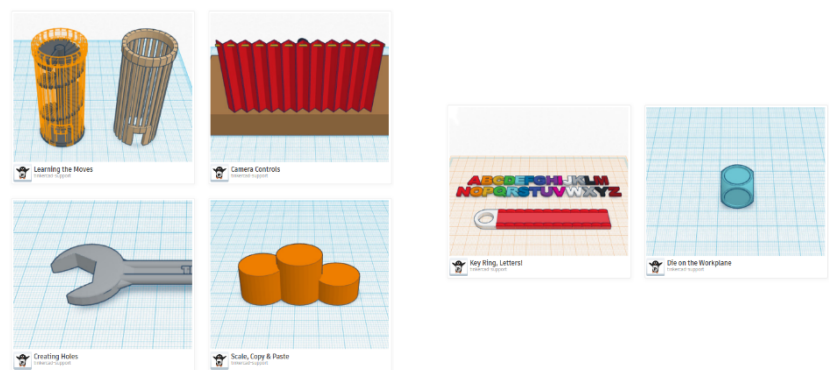
to 81010

5. Click on Learn... Lesson... See all Lessons...



6. Complete these Lessons:

- 6.1. Learning the Moves
- 6.2. Camera Controls
- 6.3. Creating Holes
- 6.4. Scale, Copy & Paste
- 6.5. Key Ring, Letters!
- 6.6. Die on the Workplace

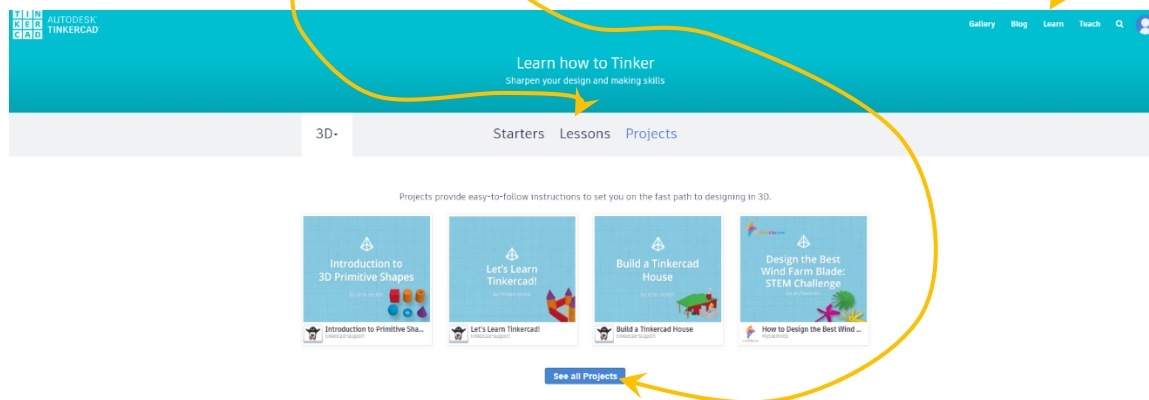


7. Choose 4 of the remaining lessons to complete

- | | | |
|------------------------------|-------------------------|-----------------------------|
| 7.1. Minecraft Party Glasses | 7.8. Simple Heart Ring | 7.15. Bat Button |
| 7.2. Chess Pawn | 7.9. Diamond Ring | 7.16. Skull Button |
| 7.3. Ruler – Cm | 7.10. Easter Ring | 7.17. Teddy Bear Button |
| 7.4. Luggage Tag | 7.11. Cylinder Earrings | 7.18. Twist Earrings |
| 7.5. Die from Scratch | 7.12. Basic Button | 7.19. Spin Circuit Assembly |
| 7.6. Saw Shaped Wrench | 7.13. Duffel Button | 7.20. Glow Circuit Assembly |
| 7.7. Basic Ring | 7.14. Flower Button | 7.21. Move circuit Assembly |

If you need assistance with any of the lessons above, or projects below, please go back and review.

8. Click on Learn... Projects... See all Projects...



9. Complete the following Projects:

9.1. Build a Tinkercad House



Click on the lessons to go through the project.

1. Build a Tinkercad House
2. Create a Floor Plan of Your House
3. Make it Your Own



Build a Tinkercad House

Description

In this activity you will follow along with the steps to create a simple house shape. After completing the activity, you will be let loose to create your own unique design or personalize your house further on your own.

This project aligns with the following standards:

Next Generation Science Standards (NGSS)

- ETS1: Engineering Design

Common Core State Standards (CCSS)

- RI: Reading Informational Text

3 lessons

1 - Build a Tinkercad House

In progress

2 - Create a Floor Plan of Your House



3 - Make It Your Own



Restart Project

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9.2. How to Build a Log Cabin



Click on the lessons to go through the project.

1. Creating the Walls
2. Creating the Roof
3. Creating the Doors and Windows



How to Build a Log Cabin

Description

Create a log cabin with a roof, door, and windows.

Tools used include:

- Hole objects
- Duplicate
- Align

Learning Objectives

- Create a living space with walls made out of cylinders.
- Learn different ways to use hole objects.

Skills Acquired

- Workplane Tool

3 lessons

1 - Creating the Walls

2 - Creating the Roof

3 - Creating the Doors and Windows

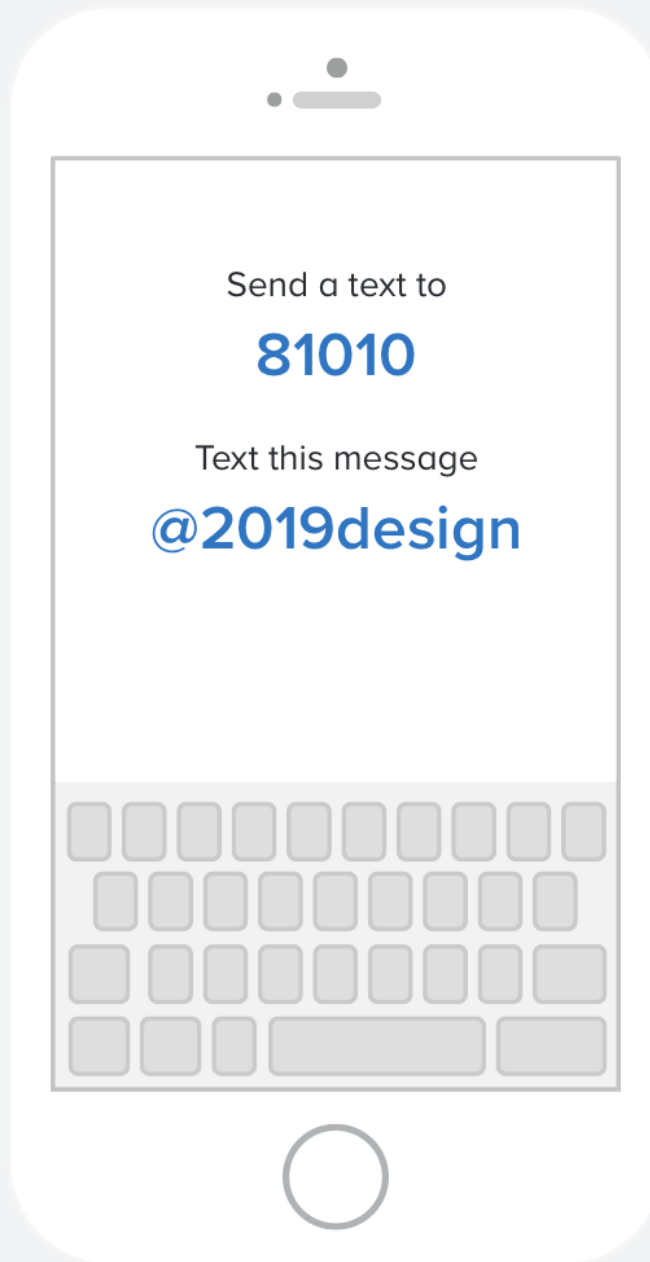
Restart Project

10. Finally, Create a project of your own. This project should be something that can be printed on the 3D printer. This project can be extra credit if it is a representation, or sign, for your class and the Architectural Design Program.



Text Message Instructions

Tell people to take out their phones.



Text this message:

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to 81010