



## Inventing and 3D Printing 7-9 Syllabus

### Course Goals

#### 1 Learn Design Process

Students learn how visualize their ideas and make them a reality using Tinkercad, 123D Design, and 3D printing software.

#### 2 Replicate Designs

Students replicate predetermined designs to familiarize themselves with software. Then, they use their creativity to modify and improve upon these designs.

#### 3 Invent New Things

Students create prototypes of their own and bring them into the world through 3D printing.

#### 4 Modify Inventions

Students test and modify their designs to optimize them for a given problem. Students decide how best to optimize their designs.

### Course Topics

#### 1 Why 3D Printing?

Students learn what makes 3D printing special and when to use 3D printing vs alternative options.

#### 2 Printing Process

Students familiarize themselves with the 3D printing process and how it works.

#### 3 Design Process

Students learn how to visualize and plan projects before getting started since jumping straight into a project can lead to lots of wasted time and effort.

#### 4 Learn the Software

Students spend the first week familiarizing themselves with different types of 3D printing and design software and combining them to accomplish tasks.

#### 5 Design Challenges

Students solve design challenges using their newly acquired knowledge in 3D design and 3D printing software.

#### 6 Iteration

Students revisit and redesign new solutions to previously discussed problems.

#### 7 Invention

Students design and print their own invention to take home.

#### 8 3D Scanning

Students use Makerbot Digitizer to scan an object into a 3D design software. Students clean up the scanned file with Autodesk Meshmixer.

### Course Schedule

## **Day 1**

### **Introductory Topics**

Students learn class rules and objectives, and discuss why this course is relevant.

### **Pros and Cons of 3D Printing**

Students discuss the pros and cons of 3D printing and when it should be used.

### **3D Printing Background and Applications**

Students learn about how 3D printing works and general background about the technology. Students are also introduced to the design challenges they will work on throughout the course.

### **Exercises with MakerBot Print**

Students use exercises with MakerBot Print to familiarize themselves with the program and its ability to export files to the 3D printer.

### **Thingiverse Diorama**

Students import files from Thingiverse and make a diorama-esque scene, with an emphasis on creativity in design.

## **Day 2**

### **Tinkercad Lessons**

Students use lessons on Tinkercad to familiarize themselves with 3D design.

## **Day 3**

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### **Rocket Ship Design**

Students design and print their own Rocket Ship.

## **Day 4**

### **Tinkercad Projects**

Students work on Tinkercad Projects. These are more advanced than the Tinkercad Lessons.

### **Chess Piece/Board**

Students design and print a chess set.

## **Day 5**

### **Tinkercad Projects**

Students work on Tinkercad Projects. These are more advanced than the Tinkercad Lessons.

### **Creating Inventions**

Students gain free reign to create whatever invention they please. No constraints, no suggestions, it's up to them what to make.

## **Day 6**

### **Scan and Modify Objects**

Students scan an object using the Digitizer, putting it into digital form to make some adjustments.

## **Day 7**

### **Bridge Building Competition**

Students design, print, and test their own bridges.

## **Day 8**

### **Design Challenge**

Students work in groups to design, print, test, and iterate a solution to their design challenged picked out on the 1st day.

## **Day 9**

### **Problem Solving with 3D Printing**

Students brainstorm and design solutions to household problems using 3D Design and 3D Printing.

### **Creating Inventions**

Students gain free reign to create whatever invention they please. No constraints, no suggestions, it's up to them what to make.

## **Day 10**

### **Creating Inventions**

Students gain free reign to create whatever invention they please. No constraints, no suggestions, it's up to them what to make.

### **Film**

Students watch a documentary about 3D printing while final projects print.

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