



# Web Design/ 3D Modeling & Printing Curriculum

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## Reading and Writing Standards

Marking Period	Reading Assessment	Writing Assessment
1	How to become a game developer	Questions and reflections
2	What is the Web?	Reflection on your story website
3	3D modeling careers	Questions and reflections
4	Tinkercad 3D modeling	TinkerCad final project reflection

## Scoring Guide for Written Work



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## Major Content Topics

Topic	Duration	Skills/Description
HTML Structuring Websites	6 Weeks	Skills covered include structure of an HTML page, formatting text, links, images, lists, and tables.
CSS Styling Websites	5 Weeks	Introduction to CSS, CSS by tag, by class, by ID and the cascade.
Advanced HTML and CSS	7 Weeks	Multi-file websites, embedding iframes, divs, spans, and css selectors
Using SketchUp for architecture 3D Design	7 Weeks	Introduction to 3D modeling and design. X Y Z planes, Orbit, Pan, Zoom. Design a house exterior, interior, and classroom.
Using Tinkercad for architectural and object 3D Design	5 Weeks	Object design. Use extrude, compound shapes, and different painted surfaces. Projects include modeling a go-kart, plane, and remodel a shipping container.
Using Fusion 360 for object 3D Design	6 Weeks	Use a professional level 3D modeling software to model objects. Use the sketch, forms, repeat, and fillet tools. Projects such as lego brick, ice cube tray, handlebar grip and screw driver.