Tinkercad Birdhouse Lesson

Example: My Birdhouse

Objective: Students will create a birdhouse in Tinkercad by using all of the basic skills it takes to create in Tinkercad.

Procedure:
1. Introduce **platform**
2. **Add** square box
3. Change **settings** from mm to inches
4. **Resize** to 4" cube
5. Add orange cylinder
6. Resize to ½" circle
7. Explore **viewing** tools
8. Explore **trackpad/mouse** functions
9. Change the **color** of an object, including **transparent**.
10. **Lift** the cylinder
11. **Rotate** the cylinder
12. Attach it to the cube to create a perch
13. Change **snap grid** from ⅛" to 1/32"
14. **Duplicate** cube
15. Separate the two
16. Change one to **hole**
17. Resize length and width of the hole to 3.5"
18. Select 4" cube and 3.5" hole and **align them**
19. Lift the 3.5" hole up
20. Select 4" cube and 3.5" hole and **group them**
21. Reposition the perch
22. Group the perch and the box
23. Change color to multi-color
24. Add bird door (Cylinder hole)
25. Add roof (Triangular Prism)
26. Add address/house name
27. How are you going to hang the birdhouse or attach it to something? (Add hook or mount)

Assessment: Students share or turn in their birdhouse using all necessary skills.