

## Class 1:

- What is CAD? What is TinkerCAD?
- Set up everyone's account -> Just google sign up
  - Join classroom
- Go over drag/drop objects

## Class 2:

- Workspace Tour: Overview of the interface(tools, 3D workspace, and shapes library).
- Teach basics(drag & drop, moving and resizing shape, color, visibility).
- Introduce holes
- Project:
  - Make a keychain with their names on it

## Class 3:

- Continue unfinished parts of class two
- Introduce sketches
- Project:
  - Finish the keychain
  - Print them and hand them out later

## Class 4:

- Explain 3D printability and how 3D printers work(mainly have them understand the concept of overhangs so that their design can be printed in the end)
- Play a game where we ask if a design is an overhang
- Introduce the final project
  - Kids can make either a robot, castle, rocket, or a choice approved by the teacher
  - Printed and hand out by the end of the club season

## Class 5-7

Work on the projects and complete them.

- Have the kids work on their projects individually, with help from the tutors.
  - If there are any kids that still don't understand a concept take this time to re-explain it.
- Print and hand out kids' design
  - ***\*Must finish by class 7 so that we can hand them out in class 8***

## Class 8

More of a relaxed class

- Answer any questions

- Play a review kahoot
- Talk about future beyond tinkerCad for those interested(better programs, real world applications, jobs, etc) to maybe get them more interested
- Feedback form for us