

3D Model / Print Reflection

When I saw that we were going to create a Lego brick in class, I was not confident in my doings as CAD is not something I was extremely good at. I had some experience with CAD when trying to do the architectural design project for TSA, but I never ended up turning it in. In that moment I quickly learned CAD was not my thing. Now, I could say differently.

My favorite part of this activity was the problem solving of figuring out fusion. With this being a software I have never used before I was ready for the challenge. Being given the handwritten directions and the video was extremely helpful, because the video had easier ways to do the indent in the bottom of the brick using the shell tool. After I figured that part out the rest was truly easy. 3D printing was something not new to me because I have taught 5th and 6th graders how to 3D print and create key chains using tinker cad.

One thing I learned during this Learning by Doing activity was how exact you must be when making something in a CAD software, especially to 3D print it. Because 3D printing happens in layers if one tiny part of it is off your whole creation is ruined.

Overall, this project gave me valuable experience with a software I had never used before. It showed me how digital design connects to real-world production, and it is an activity I could easily adapt into a lesson for my future classroom.