# **Tinkercad: Engineering an Extraterrestrial**

\*Sections with blue text denote the structure and are fixed\*

\*Black text is editable\*

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### **Liftoff**

### **AoE**

Manufacturing Technology

### **Product Line**

SmartLab HQ

### **Project Starter Title**

Tinkercad: Engineering an Extraterrestrial

**Related Project Starters**

**Tinkercad: Create a Stamp** (4th grade)

**Activity Description:** Use Tinkercad to design and create a stamp.

**The Challenge:** Your challenge is to design a Stamp in Tinkercad using 2D and 3D images and drawings.

**Math Standards:** N/A

**Tinkercad: 3D Design to Size** (5th grade)

**Activity Description:** Learn to draw in 3D with Tinkercad. Use Tinkercad to create your own design, while exploring how scale factor relates to the size of an object, and using powers of ten to convert mextraterrestrial ric measures to enlarge or shrink. Then print your design on a 3D printer.

**The Challenge:** Your challenge is to create your own 3D design using Tinkercad. It can be anything approved by your facilitator, but needs to include a rectangular prism in the design. At the same time, you will explore how scale factor affects the size of an object, and you will use powers of ten to convert mextraterrestrial ric measures to enlarge or shrink. Then, you could print your design on a 3D printer.

**Math Standards:** CCSS.MATH.CONTENT.5.NBT.A.2 - Explain patterns in the number of zeros of the product when multiplying a number by powers of 10, and explain patterns in the placement of the decimal point when a decimal is multiplied or divided by a power of 10. Use whole-number exponents to denote powers of 10.

CCSS.MATH.CONTENT.5.NF.B.5.A -

### **Technology**

Tinkercad (https://www.tinkercad.com/)

### **Grade Level**

3rd Grade

### **Math Standards**

**3.G.A.1**

Understand that shapes in different categories (e.g., rhombuses, rectangles, and others) may share attributes (e.g., having four sides), and that the shared attributes can define a larger category (e.g., quadrilaterals). Recognize rhombuses, rectangles, and squares as examples of quadrilaterals, and draw examples of quadrilaterals that do not belong to any of these subcategories.

### **Activity Description**

Learn about the features of different shapes, then use different shapes inTinkercad to design an extraterrestrial (EXTRATERRESTRIAL ) and write a story about its life.

### **Project Description**

In this challenge, students will learn about the features of different shapes, then they will use a variety of different shapes to design their very own three-dimensional extraterrestrial (EXTRATERRESTRIAL ) in Tinkercad and write a story about its life.

# **The Challenge – Tinkercad: Engineering an Extraterrestrial**

## **The Challenge**

Your challenge is to use Tinkercad to design your own 3D extraterrestrial (EXTRATERRESTRIAL ). Then, write a story about its life.

INSERT: TITLE: Tinkercad logo

## **What I’ll Learn**

* I CAN describe the attributes of shapes like rhombuses, rectangles, and identify attributes shapes share, like having four sides.
* I CAN categorize shapes with shared attributes into groups, like all shapes having four sides belong to a bigger group called quadrilaterals.
* I CAN use Tinkercad to design a 3D object.

## **Stuff I’ll Need**

* Paper and Pencil
* INSERT: https://www.tinkercad.com/ TITLE: Tinkercad

# **Assignment- Explore – Engineering an Extraterrestrial**

### **Explore – Tinkercad: Engineering an Extraterrestrial**

Explore Tinkercad and its tools. Answer the following questions:

1. *How can Tinkercad be used to create 3D shapes?*
2. *What do I notice about the Tinkercad workspace?*
3. *What is an extraterrestrial?*

**What You Should Know – Tinkercad: Engineering an Extraterrestrial**

### **Important Vocabulary**

* **Attributes** - characteristics or features that shapes share, like having four sides.
* **Categories –** groups of related things.
* **Faces -** the flat surfaces that make up the shape.
* **Rhombuses** -a type of shape with four sides where all sides are equal in length.
* **Quadrilateral -** a four sided figure (for example a square, a rectangle and parallelograms).
* **Parallelogram -** quadrilateral with opposite sides parallel and equal in length (a square is a parallelogram).
* **Parallel-** two lines that run side by side and never touch each other, no matter how far you extend them.
* **Squares -** type of shape with four sides of equal length and four right angles.
* **Subcategories -** smaller groups within a larger category (for example: rhombuses, rectangles, and squares are a subcategory within the category of quadrilaterals).

**Heading:** Attributes of Two Dimensional (2D) Shapes

INSERT: Tinkercad\_ShapeAttributes\_Pixabay TITLE: shapes

**Text:** Imagine you're drawing a shape on a piece of paper. That's a 2D shape! It has two dimensions, which means it has length and width. You can't reach out and touch it because it's flat. We use 2D shapes to draw pictures, design buildings, and create maps.

One of the most important ways that shapes are alike is that they all have a closed boundary. This means that they have a clear outline that separates them from the space around them. Without a closed boundary, it would be difficult to distinguish one shape from another.

Another common characteristic of shapes is that they all have a specific number of sides and angles. The number of sides and angles is a defining feature of a shape, and it helps us to identify and classify different types of shapes. For example, a square has four sides and four angles, while a triangle has three sides and three angles.

Here is a table summarizing the different ways that 2D shapes are alike:

| Shape | Definition | Number of Sides | Number of Angles |
| --- | --- | --- | --- |
| Square | It has four sides that are all the same length, and all its angles are right angles (90 degrees. They are also called parallelograms. | 4 | 4 |
| Rectangle | It has four sides, but the opposite sides are equal in length, and all angles are right angles. It has opposite sides that are parallel and of equal length | 4 | 4 |
| Circle | A circle is round and has no sides or corners.It has a continuous round edge.  It's like a pizza or a cookie! | 1 | 1 |
| Triangle | has three sides and three corners. It can look like a slice of pizza! | 3 | 3 |
| Pentagon: | A pentagon has five sides and five corners. It looks a bit like home plate in baseball. | 5 | 5 |
| Hexagon: | A hexagon has six sides and six corners.It is alike a honeycomb | 6 | 6 |
| Octagon | An octagon has 8 sides, It's like a stop sign! | 8 | 8 |

**Heading:** 3D Shapes

**Text:**

INSERT: Tinkercad\_BoyDrawing\_Pixabay TITLE: boy drawing on paper

Now, imagine you're building a shape with blocks. That's a 3D shape! It has three dimensions, which means it has length, width, and height. You can reach out and touch it because it has depth.We use 3D shapes to build houses, make sculptures, and design toys.

3D shapes can be all sorts of different shapes, like cubes, spheres, cylinders, pyramids, and cones. They can be big or small, tall or short, and wide or narrow. They can also be curved or straight. No matter what they look like, though, all 3D shapes have the same thing in common: three dimensions. All shapes have sides, but 3D shapes have faces, too. Faces are the flat parts of a 3D shape. For example, a cube has six faces, a sphere has one face, and a cylinder has three faces.

In other words, a 3D design is like making something that you can hold and see from all sides, not just on a flat piece of paper.In addition to drawing a picture of your extraterrestrial on paper, you're building it on the computer using special software, in this case, Tinkercad and creating it in 3D.

Here is a table summarizing the different types of 3D shapes you will use in Tinkercad.

| Shape | Sides | Corners | Faces | Example |
| --- | --- | --- | --- | --- |
| Cube | 6 squares | 8 | 6 | Rubik's cube, sugar cube |
| Sphere | None | None | 1 | Beach ball, marble |
| Cylinder | 2 circles + 1 curved wall | None | 3 | Soda can, pool noodle |
| Pyramid | 4 triangles | 4 | 4 | Party hat, pizza slice |
| Cone | 1 circle + 1 curved wall | 1 | 2 | Ice cream cone, witch's hat |

**Heading:** Practice Identifying Shapes

**Text:** For each of the problems below, choose the correct answer from the pull down menu. .

**Identifying Shapes**

| 1. | | 2. | | 3. | |
| --- | --- | --- | --- | --- | --- |
| Type of shape | Number of sides | Type of shape | Number of sides | Type of shape | Number of sides |
| rectangle | 4 | triangle | 3 | polygon | 6 |
|  | |  | |  | |
| 4. | | 5. | | 6. | |
| Type of shape | Number of sides | Type of shape | Number of sides | Type of shape | Number of sides |
| parallelogram | 4 | pentagon | 5 | Right triangle | 3 |
|  | |  | |  | |
| 7. | | 8. | | 9. | |
| Type of shape | Number of sides | Type of shape | Number of sides | Type of shape | Number of sides |
| cube | 6 | cylinder | 2 circles and one curved wall | cone | 1 circle and 1 curved wall |
|  | |  | |  | |

**Heading:** Extraterrestrial

**Text:** Imagine you're looking up at the sky and wondering if there is life on other plants. Well, there are many people who believe that there are other intelligent beings in the universe, and they call them extraterrestrials, or extraterrestrials for short.

Extraterrestrials are life forms that are not from Earth. They could be living on other planets in our solar system, or they could be living in other galaxies far, far away. We don't know much about extraterrestrials, but we can imagine that they come in all shapes and sizes. They might look like us, or they might be completely different.

Some people believe that extraterrestrials have already visited Earth, and that they might even be living among us right now. Others believe that they are too far away to ever visit us. But one thing is for sure: the possibility of life on other planets is a really exciting idea!

So next time you're looking up at the stars, remember that there might be other life forms out there looking back at you. Who knows, maybe one day we'll even meet them! In this project, you get to imagine what you think an extraterrestrial will look like!

INSERT: Tinkercad\_Ailen\_Pixabay TITLE: Alien

**Career Connection and Real-World Application**

**Heading:** Game Developer

**Text:**Have you ever wondered how game developers create those amazing virtual worlds you love to explore? Well, it's all thanks to the power of shapes! Shapes are like a secret language that game developers use to build the things you see in games.

Just like you use words to tell stories, game developers use shapes to create the characters, landscapes, and objects in their games. They carefully choose each shape to create the right look and feel for their game. For example, they might use squares and rectangles to design buildings, circles for characters' faces, and triangles for mountains or other structures.

Shapes are also important for making games work. They help developers to create the rules and boundaries of the game world. For example, a shape might be used to make a platform that characters can jump on, or it might be used to create a wall that characters can't walk through.

Without shapes, games would be boring and confusing. They wouldn't have the same sense of excitement and adventure that we love so much. So next time you're playing your favorite game, take a moment to appreciate all the shapes that make it possible!

INSERT: Tinkercad\_VideoGameCharacter\_Pixabay TITLE: video game character

**Heading:** Carpenter

**Text:** Carpenters use wood and other materials to build all sorts of things. They use tools like saws and chisels to cut, shape, and join pieces of wood together to make buildings, furniture, and other objects.

Carpenters are also very creative. They can make all sorts of things, from big houses to tiny furniture. They can even make custom pieces that are exactly what people want. So if you ever need a special chair or a unique table, just ask a carpenter! Carpenters frequently work on custom projects where specific shapes and sizes are required.

Carpenters are important because they help us build the things we need to live and work. They're like the magicians of wood, making our world a more beautiful and functional place.

**Heading:** Urban Planner

**Text:** Urban planners use shapes to design cities.Urban planners are like architects who design cities. Shapes are very important to their work. They use shapes in many different ways when planning cities.

Imagine a city as a big puzzle. Urban planners are like puzzle masters who put the pieces together in the right way. They use shapes to plan the streets, buildings, parks, and everything in between.

Just like you use different colors when painting a picture, urban planners use different shapes to create different zones in a city. These zones are like neighborhoods with different purposes. For example, a square might be used to mark a zone for living, while a circle might be used to mark a zone for playing.

Urban planners also use shapes to make sure that cities are safe and easy to get around. They shape streets in a way that makes it easy for people to walk, bike, or drive. They also make sure that there are enough parks and green spaces for people to enjoy.

INSERT: Tinkercad\_City\_Pixabay TITLE: city

**Assignment- Plan and SMART Goal – Tinkercad: Engineering an Extraterrestrial**

**Plan and SMART Goal – Tinkercad: Engineering an Extraterrestrial**

Before you start your challenge, make a plan for your project and set a SMART goal. Your goal should be Specific, Measurable, Attainable, Relevant, and Time Based.

1. *What shapes will you use to create your extraterrestrial?*
2. *What tool will your extraterrestrial? hold?*
3. *Where does your extraterrestrial? live? What does your extraterrestrial do for work? For fun? What do you want to know about your extraterrestrial?*
4. Write your project SMART Goal: We will use (name of technology) to (detailed description) by (due date). We are creating this because (personal interest or purpose).

**Do It! Tinkercad: Engineering an Extraterrestrial**

## **The Challenge**

Your challenge is to use Tinkercad to design your own 3D extraterrestrial. Then, write a story about its life.

**Project Steps**

1. Plan Your Extraterrestrial
2. Create your Extraterrestrial in Tinkercad
3. Identify the Shapes
4. Write a Short Story

**Heading:** Plan Your Extraterrestrial

**Text:** Start by brainstorming what your extraterrestrial might look like. Consider the number of eyes, limbs, and any unique features you would like your extraterrestrial to have. Your extraterrestrial could be slimy, furry, scaly, or have patterns. Your extraterrestrial might have three arms or one eye, it is up to your imagination. Each part of the extraterrestrial should be represented by a simple shape (circles, squares, triangles, etc.). Your extraterrestrial should be gliding something it can be anything you like! Sketch your plan out on paper.

INSERT: Tinkercad\_DrawET\_Pixabay TITLE: a girl sketching on paper

**Heading:** Create your Extraterrestrial in Tinkercad

**Text:**

1. Open a new 3D design in Tinkercad.

INSERT: Tinkercad\_NewDesign\_CLS TITLE: open a new design in Tinkercad

1. This is the workspace where you will create your extraterrestrial using your sketch. The Tinkercad workspace looks a lot like a piece of graph paper.

INSERT: Tinkercad\_Workspace\_CLS TITLE: Tinkercad workspace

1. On the right hand side of the screen, find the box shape in the Shapes Panel. Left click and drag the box shape on to the workspace.

INSERT: Tinkercad\_BasicShapes\_CLS TITLE: drag the sphere inot the workspace

1. Choose the color of your shape.

INSERT: Tinkercad\_ChooseColor\_CLS TITLE: choose the color

1. You can change the height and width of your shape by using the handles on the bottom of the shape.

INSERT: Tinkercad\_ChangeSize\_CLS TITLE: change the size of the box

1. Give your extraterrestial’s head! Remember, it can be whatever shape you like and whatever color you like.

INSERT: Tinkercad\_AddHead\_CLS TITLE: add a head

1. Now it's time to add your eyes. Remember -it is up to you to decide what shape and color (and how many eyes) your extraterrestrial will have.

INSERT: Tinkercad\_AddEyes\_CLS TITLE: add eyes to your extraterrestrial

1. Add arms, hands, legs, extraterrestrial. Be sure to include something for your extraterrestrial to hold.

INSERT: Tinkercad\_AddExtra\_CLS TITLE: add other body parts to your model

1. Finally, select all of the objects that make up your extraterrestrial. Group them together. This will change the color of all of the objects. Don’t worry.

INSERT: Tinkercad\_GroupObjects\_CLS TITLE: group the objects

1. You can switch back to the original colors by going to Color and selecting “multicolor”.

Take a screenshot of your final extraterrestrial design to upload for your project submission.

INSERT: Tinkercad\_Multicolor\_CLS TITLE: choose “Multicolor” to change the shape colors

**Heading:** Identify the Shapes

**Text:** While looking at the extraterrestrial you have created, identify each of the shapes you used, draw a table and fill in your information. For example, if you used a circle for the extraterrestrial’s eye or a square for its head you would fill that in below. A sample is shown in the table below.

INSERT: 2x3 TABLE

| **Body Part** | **Shape** |
| --- | --- |
| *eye* | *circle* |
| *head* | *square* |
|  |  |

**Heading:** Write a Short Story

**Text:** Write a short story about your extraterrestrial. *What are its special abilities, where does it come from, and what does it like to do?* You will upload your short story for your project submission.

**Assignment- Daily Project Journal – Tinkercad: Engineering an Extraterrestrial**

### **Daily Project Journal –** **Tinkercad: Engineering an Extraterrestrial**

Use this space to answer the following questions every day by collaborating with your partner - this is a group assignment.

1. *What did we do today?*
2. *What did we learn?*
3. *What math did we use?*
4. *What could we have done differently?*
5. *What new questions do we have based on our work today/this week?*
6. *What is our plan for next time?*

**Assignment- Project Submission – Tinkercad: Engineering an Extraterrestrial**

### **Project Submission – Tinkercad: Engineering an Extraterrestrial**

1. Upload a picture of your extraterrestrial design sketch.
2. Upload a screenshot of your extraterrestrial character.
3. Upload your table of shapes that make up your extraterrestrial character.
4. Upload your short story.
5. Reflect on the following questions:

* *How did understanding the differences and similarities of shapes help you to design your extraterrestrial?*
* *What was the most challenging/ difficult part of designing your extraterrestrial in Tinkercad? How did you overcome the challenges?*

1. Revisit your SMART goal. Remember, your goal should be Specific, Measurable, Attainable, Relevant, and Time Based .

* *Did you meer your SMART goal? Why or why not?*
* *How did you manage your time? How could you improve your time management?*
* *Did you have to modify your SMART goal?*
* *What will you do differently next time?*

**Extend Yourself – Tinkercad: Engineering an Extraterrestrial**

**Heading:** Design a Spaceship

**Text:** Design a spaceship for your extraterrestrial using Tinkercad. You will need to consider the shape, size, and features the spaceship might have to accommodate your extraterrestrial character. Use basic shapes like circles, squares, and triangles to create the shape of your spaceship. You can use the "scale" tool in Tinkercad to change the size of your spaceship.

INSERT: Tinkercad\_Spaceship\_Pixabay TITLE: spaceship

**Heading:** Create a Comic Strip

**Text:** Create a comic strip from your short story. Draw your extraterrestrial. Speech bubbles and captions are a great way to add dialogue and narration to your comic strip. Speech bubbles are used to show what the characters are saying, while captions are used to provide additional information about the story.

**Heading:** Extraterrestrial Language Exploration

**Text:** Create a simple " extraterrestrial language" using shapes. Think about the things you want to be able to communicate in your extraterrestrial language. *What do you want to be able to say to your extraterrestrial friend? For example, do you want to be able to say hello, goodbye, thank you, and please? Do you want to be able to say things like "I'm happy," "I'm sad," and "I'm hungry"?*

Once you know what you want to communicate, start creating shapes for each word or phrase. This is like using an emoji instead of word. Here are some examples of symbols you could use in your extraterrestrial language:

A circle could represent "hello".

A triangle could represent "goodbye".

A square could represent "thank you".

A star could represent "please".

INSERT: Tinkercad\_SimpleShapes\_Pixabay TITLE: simple shapes

**Heading:** Design a Habitat

**Text:** Design a habitat for your extraterrestrial using Tinkercad. Consider the environment, shelter, and any special features the habitat might have and think about your extraterrestrial friend's home planet. *What is the environment like there? Is it hot or cold? Is it dry or wet?Are there any plants or animals that your extraterrestrial friend is used to*? Once you have a good understanding of your extraterrestrial friend's home planet, you can start to design their habitat. Consider the following factors:

* Shelter: Your extraterrestrial friend needs a place to sleep and protect themselves from the elements. This could be a simple structure like a dome or a more complex structure with rooms and windows.
* Environment: If your extraterrestrial friend is used to a hot climate, you'll need to design a habitat that can keep them cool. If they're used to a cold climate, you'll need to design a habitat that can keep them warm.
* Special Features: Your extraterrestrial friend may have special needs that you need to consider. For example, they may need a special type of food or water, or they may need a place to exercise.

INSERT: Tinkercad\_Habitat\_Pixabay TITLE: pond habitat

| **IMAGE AND RESOURCE INFORMATION**  INSERT: Yellow highlight indicates image/video insert (INSERT: TITLE:)  INSERT: Pink highlight indicates PDF/document insert (INSERT: TITLE:)  INSERT: Orange highlight indicates interactive/widgextraterrestrial insert from custom CLS template (INSERT: TITLE:)  INSERT: Blue highlight indicates link in line with URL and title (INSERT: TITLE:) | | | |
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| **Title** | **Alt Text** | **Original URL** | **Date** |
| Tinkercad\_BoyDrawing\_Pixabay | boy drawing on paper | <https://cdn.pixabay.com/photo/2016/06/08/09/19/boy-1443458_1280.png> | 11/17/2023 |
| Tinkercad\_ShapeAttributes\_Pixabay | shapes | [https://cdn.pixabay.com/photo/2016/09/23/19/21/geomextraterrestrial ric-solids-1690273\_1280.png](https://cdn.pixabay.com/photo/2016/09/23/19/21/geometric-solids-1690273_1280.png) | 11/17/2023 |
| Soccer Ball |  | <https://pixabay.com/vectors/football-ball-sport-soccer-game-157931/> | 12/4/2023 |
| Tinkercad\_Ailen\_Pixabay | ailen | https://cdn.pixabay.com/photo/2017/02/01/11/17/alien-2029727\_1280.png | 11/17/2023 |
| Tinkercad\_VideoGameCharacter\_Pixabay | video game character | https://cdn.pixabay.com/photo/2016/03/31/17/48/blue-1293920\_1280.png | 11/17/2023 |
| Carpenter |  | https://cdn.pixabay.com/photo/2012/04/25/00/08/man-41283\_1280.png | 11/17/2023 |
| Tinkercad\_City\_Pixabay | city | https://cdn.pixabay.com/photo/2017/02/01/20/19/administration-2031346\_1280.png | 11/17/2023 |
| Tinkercad\_DrawET\_Pixabay | a girl sketching on paper | https://cdn.pixabay.com/photo/2020/11/10/09/13/child-5729019\_1280.png | 11/17/2023 |
| Tinkercad\_Spaceship\_Pixabay | spaceship | https://cdn.pixabay.com/photo/2020/01/19/15/02/ufo-4778062\_1280.png | 11/17/2023 |
| Tinkercad\_SimpleShapes\_Pixabay | simple shapes | https://cdn.pixabay.com/photo/2021/09/23/02/15/squid-game-6648331\_1280.png | 11/17/2023 |
| Tinkercad\_Habitat\_Pixabay | pond habitat | https://cdn.pixabay.com/photo/2013/07/12/19/29/biotope-154853\_1280.png | 11/17/2023 |
| Tinkercad\_NewDesign\_CLS | open a new design in Tinkercad | [Tinkercad - EXTRATERRESTRIAL \_CLS1.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS1.png?csf=1&web=1&e=aaeAHy) | 11/17/23 |
| Tinkercad\_Workspace\_CLS | Tinkercad workspace | [Tinkercad - EXTRATERRESTRIAL \_CLS2.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS2.png?csf=1&web=1&e=3rVvJt) | 11/17/2023 |
| Tinkercad\_BasicShapes\_CLS | drag the sphere inot the workspace | [Tinkercad - EXTRATERRESTRIAL \_CLS3.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS3.png?csf=1&web=1&e=fpFi2d) | 11/17/2023 |
| Tinkercad\_ChooseColor\_CLS | choose the color | [Tinkercad - EXTRATERRESTRIAL \_CLS4.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS4.png?csf=1&web=1&e=sLm97t) | 11/17/2023 |
| Tinkercad\_ChangeSize\_CLS | change the size of the box | [Tinkercad - EXTRATERRESTRIAL \_CLS5.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS5.png?csf=1&web=1&e=Oa9ydr) | 11/17/2023 |
| Tinkercad\_AddHead\_CLS | add a head | [Tinkercad - EXTRATERRESTRIAL \_CLS6.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS6.png?csf=1&web=1&e=einfvd) | 11/17/2023 |
| Tinkercad\_AddEyes\_CLS | add eyes to your extraterrestrial | [Tinkercad - EXTRATERRESTRIAL \_CLS7.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS7.png?csf=1&web=1&e=JrrfzK) | 11/17/2023 |
| Tinkercad\_AddExtra\_CLS | add other body parts to your model | [Tinkercad - EXTRATERRESTRIAL \_CLS8.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS8.png?csf=1&web=1&e=5DUelz) | 11/17/2023 |
| Tinkercad\_GroupObjects\_CLS | group the objects | [Tinkercad - EXTRATERRESTRIAL \_CLS9.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS9.png?csf=1&web=1&e=X2BrWs) | 11/17/2023 |
| Tinkercad\_Multicolor\_CLS | choose “Multicolor” to change the shape colors | [Tinkercad - EXTRATERRESTRIAL \_CLS10.png](https://clsonlinecom.sharepoint.com/:i:/r/sites/academics/Shared%20Documents/Content/BTS24%20Content%20Writing/2%20Elementary%20School/Tinkercad/Tinkercad%20Project%20Starter%20Assets/Tinkercad%20-%20ET_CLS10.png?csf=1&web=1&e=luXVXI) | 11/17/2023 |