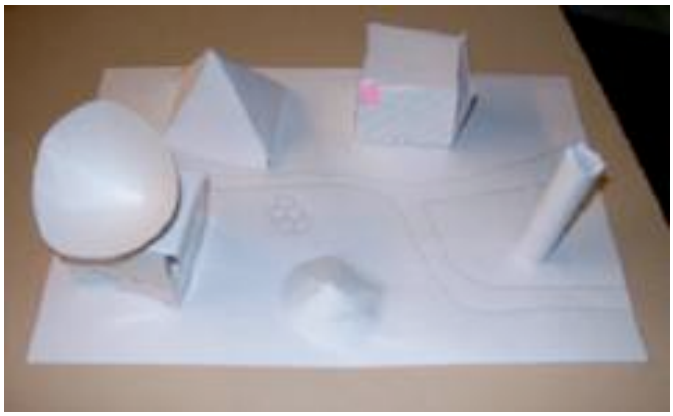
Maths - Practical Task

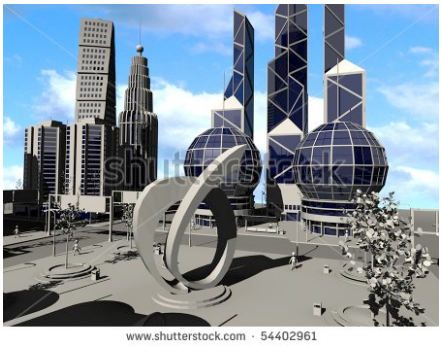
2D/3D City Designer



- You have been asked to design a futuristic city block. It must include at least **five** buildings and at least **three** different 3D shapes.

- Before you start building, you'll need to produce two different drawings and then create a 3D model of your city block.

- Use a sheet of A3 paper for the layout of your city block (to put your 3D shapes on).



This is what you need to do:

1. Think about what kind of buildings you would include in a city block. Plan and/or sketch it.

2. Draw the block from above (a bird's eye view) and from the front. Try to draw the arrangement as accurately as possible, using a ruler.

3. Build a model of your city block. The shapes and arrangement should be the same as your drawings, but you can add colour and other decorations.

Marking criteria

This is what you will be marked on:

To get the best possible mark:	
Drawings	• All lines are straight, have been measured and drawn with a ruler. • The top and front views relate to each other (objects are in the right place, sizes are consistent). • Drawings are labelled.
2D shapes	• Drawings reflect an understanding of shapes (for example, squares have four equal side lengths at right angles). • 2D shapes are the correct face shape for the 3D version.
3D shape models	• Shapes have been made from a net you made yourself. • Net is measured and all sides match. • Model reflects an understanding of the shape (for example, correct number of faces).
Arrangement	• Arrangement of shapes matches in both drawings and model. • There are at least five buildings made from 3D shapes. • There are at least three different types of 3D shapes.
Presentation	• Plan/Drawings are neat and complete. • Model is neat and complete. • Model uses colour and is attractive. • Model has been decorated with care.