

Maker Jr (Advanced) with 3D Printing

The students will learn how to research and analyse the problem and issue, make recommendation and create prototype.

The objectives of the programmes are to promote logical, critical and creative thinking skills by providing a holistic learning environment for the students in the areas of application development and product development lifecycle.

Course Breakdown

Target: Upper Secondary / JC Students

Session	Course Outline	Remarks
1	Introduction to 3D Printing	
2	Problem Solving Skills	Students will brainstorm and give solutions to some problems
3 - 4	Design Technique	Students will learn the different tools to design, edit and manipulate a 3D Model
5 - 6	Circuit Crafting	Students will learn circuit electronics and sensors.
7 - 10	Project Work with Consultation	Students will put together the two different skillsets of 3D printing and circuit crafting to propose a solution for a problem that they are given to solve.
11	Project Finalisation	To incorporate their circuit design into 3D Printing Prototype
12	Group Presentation	

Software Requirement:

Sketchup Make 2014

Hardware Requirement:

Computer using Windows 7 and above or Mac Os X

For more information about our training, please contact us:

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For funding matters, please email ida_infocommclub@ida.gov.sg (if you are an Infocomm Club teacher in an MOE School)