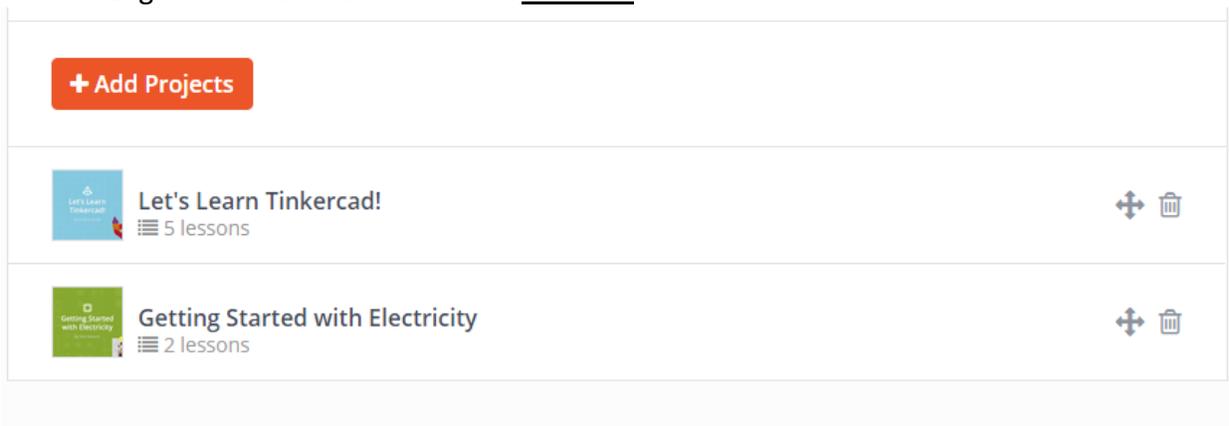# Using Tinkercad in Your Classroom

www.TinkerCad.com
www.ProjectIgnite.Autodesk.com

Tinkercad is a web-based, user-friendly 3D modeling software that is a great tool for beginner designers. Students who have grown up navigating the 3D worlds of video games take to this environment quite easily and quickly move into designing their own 3D creations.

There is one barrier to teachers who want to quickly start using this great resource in their classrooms, though. In order to be COPPA (Children's Online Privacy Protection Act) compliant when using Tinkercad by AutoDesk, students under 13 need to be approved (thus supervised) by a parent or teacher. AutoDesk has created an environment, Project IGNITE, where teachers can easily set up, supervise, and manage students using this software. In minutes, a teacher can set-up a new classroom, invite students, and assign pre-made lessons using Tinkercad. This tool is so versatile that I recommend it even for teachers of students above 13.

How to Set Up Your Classroom using ProjectIGNITE

1. www.ProjectIgnite.Autodesk.com

2. Click Sign Up. Follow the steps.

3. Click Classrooms> Create a classroom and invite your students

4. Name your classroom

5. Your classroom will have two projects pre-loaded. Delete the "Getting Started with Electricity" by clicking on the trash can icon. Click Confirm.

6. Click + Add Projects. Scroll down to "Build a Tinkercad House" and click Select > Add. Now your classroom should have two projects, "Let's Learn Tinkercad!" and "Build a Tinkercad House!"

7. Click the <u>Students</u> tab > <u>+Add Students</u> > <u>Invite Students</u> > <u>Share or print instructions</u> (This is the simplest way to add students without email addresses.)

How to join your teacher's Project Ignite class:

1. Go to **projectignite.autodesk.com**. Click **Join a Classroom by Code**.

2. In the Join Classroom field, enter the class code: **CK0H-F1ZJ**.

3. Sign up for a new Autodesk account, or login with your existing account.

That's it, you're in! Once your teacher approves your request to join the classroom, you can access it from 'My Classes' tab in the dashboard.

8. When the students enter the computer lab, they can follow the above instructions to set up an account. It is highly recommended that you assign students a rubric for their username so that this proces is as quick as possible. (eg. Username = Classroom number.first name. last name = "4C.Jane.Doe"). Also, it is recommended to assign the entire class one password. (However, if a student forgets his/her password, the password reset email will come to you.)

9. Once a student registeres for your class, you have to approve them. From the homepage: <u>Classrooms</u> > <u>Go to class Dashboard</u> > <u>Classes I'm Teaching</u> > <u>Manage</u> > <u>Students</u> > <u>Accept</u> or <u>Accept All</u>

Overview   Students 4

Pending Requests 4

Here are the users asking to join this classroom. You can either accept or deny their requests.

|		
4C.Annabelle.Lee	Accept	Deny
4C.Carl.Sagan	Accept	Deny
4C.Jane.Doe	Accept	Deny
4C.Joey.Doe	Accept	Deny

Accept All   Deny All

Once your ProjectIGNITE Classroom is set-up, start on Tinkercad.

10. As soon as a student is accepted into your classroom, direct them to www.Tinkercad.com.

11. The students should log into Tinkercad.com with their username and password that was just set-up in the above steps.

12. Once logged in, Tinkercad should open up to the first tutorial lesson, "My First Lesson- Lesson: Learning the Moves." If not, click on the colored boxes Tinkercad Logo > under "Collections" click Lessons > find "My First Lesson"
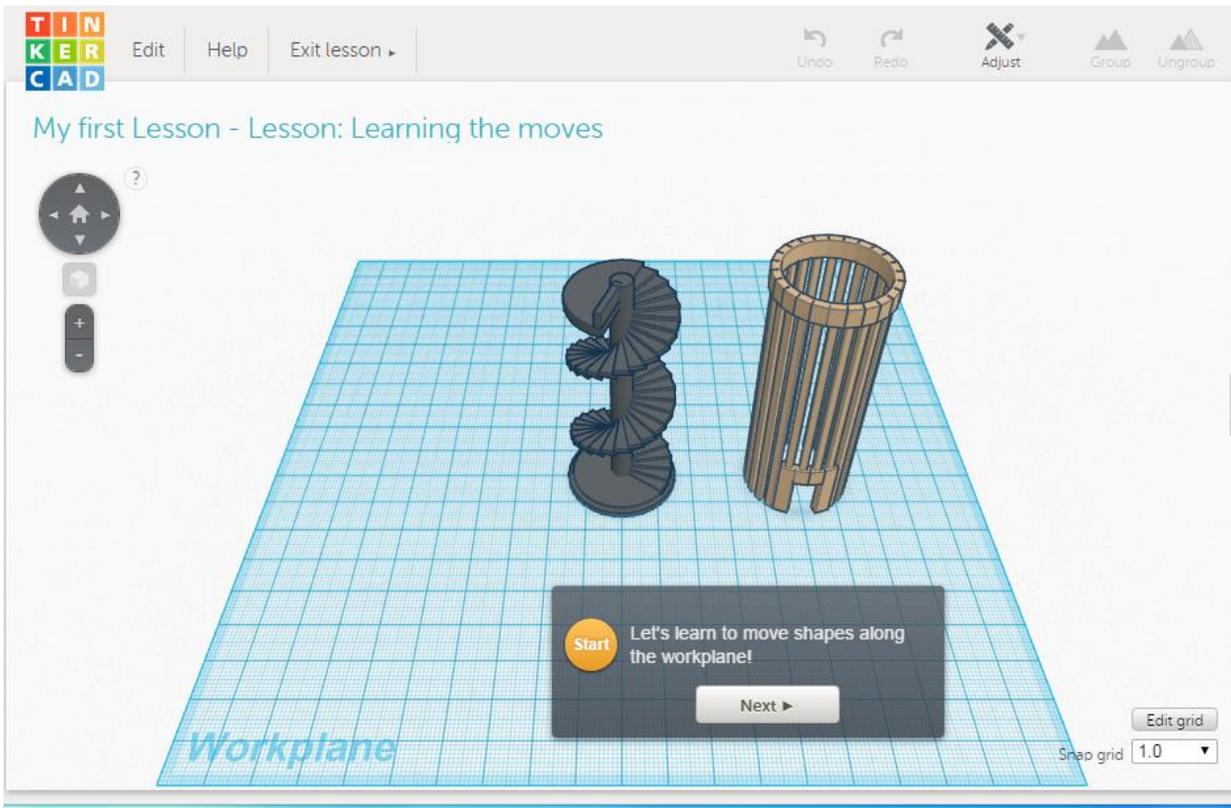
13. Supervise the students as they work through these easy and fun tutorials by themselves.