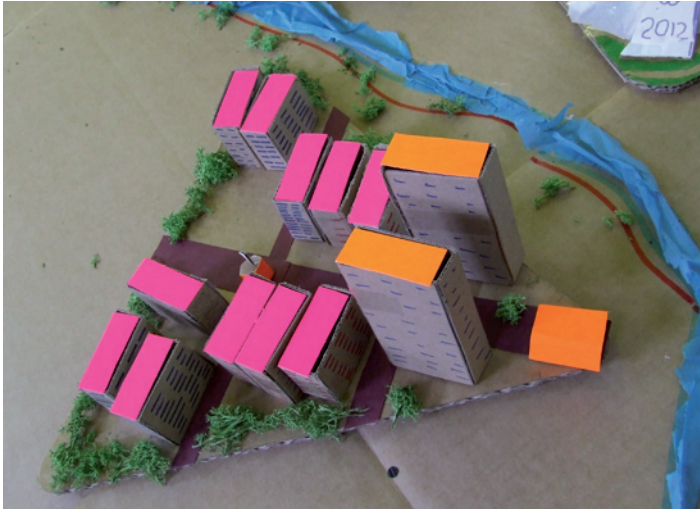


bringing the games home!

resource: modelling zone



3D architectural modelling

The key thing with 3D architectural modelling is to have some sort of stiff card base to build your model on. (See Mapping Zone for information on how to make this from a real map) You could provide one base per child or one per table group. If you are making a large scale model of the whole Games it is usually best to make individual stadia models at tables and then add them to a larger collective class model. Ideally the collective model base should represent the site you have chosen for your Games. See our Gallery for more examples.



List of Model Materials

This will really depend on what is available in school, your interest, subject specialism, age of children etc. You do not need any expensive specialist modelling materials. It's amazing what you can get in a 'Pound' shop!

Any of the following will get you started:

- Pipe Cleaners
- Lolly Sticks, bamboo skewers or cocktail sticks
- Balsa wood
- Drinking straws or art straws
- Coloured card / paper (shiny always looks good)!
- Corrugated card
- Plasticene
- Sponges and scourers
- Wire scourers to make trees
- Bluetak
- Masking tape
- Celotape
- Glue sticks
- Hot glue guns (if permitted)
- Wire and meshes
- Scissors
- Craft knives / cutting mats / rulers.