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| |  | | --- | | 1. Ice Breaker: Share your name and favorite ornament in preparation for using the scanner! 2. Watch an overview of the process.    * Use a 3D scanner: (start at 2:00) <https://www.youtube.com/watch?v=AYq5n7jwe40>    * Use Meshmixer: <https://www.youtube.com/watch?v=I2lWlhqIYAQ> 3. Brainstorm classroom ideas!  * What is something you have or want to make, which you can have the kids make multiples of or to edit/change? (ex: Cookie cutter, etc.) * What’s are things in your classroom that could be 3D scanned? * What are the advantages of 3D scanning? What are the advantages of Meshmixer? * What physical products do you currently have the kids make? * Discover more brainstorming instructional strategies: <https://www.cultofpedagogy.com/speaking-listening-techniques/>  1. Participate in the demonstrations! 2. Discover more ideas! 3. Add to brainstorm ideas. | | Process Notes: How to scan on the   1. Put object onto 2. Log onto computer. Open (Hint: Windows, down arrow, Makerware for Digitizer.) 3. Pick lighting. Click done. 4. Click scan. 5. Watch while scans (approximately 9 minutes). (Hint: What can you work on while you wait?) 6. Save as . Save to desktop and then transfer onto your flash drive. | | Process Notes: How to use   1. Open editing software (Meshmixer). 2. Import STL file. (Hint: Can use files from Thingiverse.) 3. Edit STL file. (Hint: Watch <https://www.youtube.com/watch?v=vcuql01165o>)   Resources:  <https://www.youtube.com/watch?v=W1b7rcU17EY> Intro to MeshMixer  <https://www.youtube.com/watch?v=3zXsrXTSspc> Basic Steps in MeshMixer  <https://www.youtube.com/watch?v=55E76K2jN5M> Adding Hole in MeshMixer | |

