What is it?
Google SketchUp is modeling software that empowers students to be 3D designers. SketchUp is a great tool for easily teaching kids to construct 3D models of buildings, trees, cars, and the like. You can use it as a stand-alone tool, or in conjunction with Google Earth and the 3D Warehouse.

Why use it?
Students can use SketchUp to:
- Visualize geometry and other mathematical concepts.
- Create models to learn about architecture.
- Design full-scale 3D environments.
- Easily share designs with others via the Web.

Instructional Ideas
**Elementary.** Draw 3D packages for new food products that students invent. The packaging could include titling and marketing slogans, nutritional information, ingredients, and recipes. Focus on principles such as measurement, perspective, ratio and scale.

**Middle School.** Create full models of medieval castles. Decorate the rooms with furniture and wall hangings from the period. Focus on historical accuracy, geometric principles, lighting, and basic physics.

**High School.** Create full, detailed models of real homes, the school, or your town, then place the models in Google Earth. Focus on accuracy, detailed architectural design, mapping, the iterative design process, and user feedback.

Expert Tip
Everything you need to get started with Google SketchUp can be accessed from within the application. The first thing you should do is watch the Quick Start videos by clicking on “View Tutorials” in the Help menu.
SketchUp in Action

Project: Build a “Solar Passive Cabin”  
Grade/Subject: 11th and 12th Grade, Computer Design  
School: Lake Ginninderra College, Australia

For this project, students were asked to design a “green cabin” for a real rock star. He wanted ideas for an environmentally friendly house that would sit on Lake Ginninderra. There were strict criteria: it could be no larger than 150 sq meters maximum with one bedroom and a recording studio. The students used SketchUp to design the whole house, including furniture and features right down to the pictures on the wall. One student, inspired by designs in the Caribbean, even built an imaginary extension that could hang over the ocean. One of the keys to the project was having a real “client” to design for.

Additional Resources

More Examples
K-12 Case Studies
http://www.sketchup.com/?id=21&gcid=12

3D Warehouse
http://sketchup.google.com/3dwarehouse

Similar Tools to Consider
DreamCity
http://www.proimpact.ro/

Blender 3D
http://www.blender3d.org/cms/Home.2.0.html

Complimentary Tools
Google Earth
http://earth.google.com

Photoshop
http://www.adobe.com/products/photoshop/

iMovie
http://www.apple.com/ilife/imovie/