**Makers Empire Introductory Lesson**

**Monday Lesson 3**

1. Hand out log ins for Makers Empire.
2. Hand out icon descriptors for students to access.
3. Students log in. Take them on a quick tour of the software but focus on the fact we will use the Shaper module.
4. **Shaper module**
	1. Functions
		1. How to set a grid 100mm x 100mm (switch between tools and grid measurements)
		2. Colours are good to help separate parts but your print will be one colour.
		3. Forward and back buttons.
		4. You can add text – example put your name or initials on your design.
	2. What is available – Basic Shapes, Connectors etc..
	3. Tokens – some shapes are locked need tokens, which I will supply.
	4. FOCUS on Basic Shapes, Advanced Shapes and Connectors.
	5. Create your own shapes EXAMPLE cut holes in objects to create your own connection pieces.
5. **Lets CREATE SOMETHING**
	1. **Put any shape onto your grid to manipulate**
		1. **Menu button – show hide menu**
		2. **Rotate – practice rotating an object**
		3. **Fixed resize**
		4. **Free resize**
		5. **Skew a shape**
		6. **Delete**
		7. **Subtract shapes**
		8. **Copy**
		9. **Group objects**
	2. **Build a Snowman**
		1. **Build your own snowman**
		2. **Use Basic Shapes (body, nose, buttons)**
		3. **Use Character Parts (hat & arms)**
		4. **Be creative add something to your snowman to make it different.**
			1. **Could be some text**
			2. **Look in Packet of Monsters or Character Parts**