



**FOR EDUCATORS**

## **Curriculum Overview**

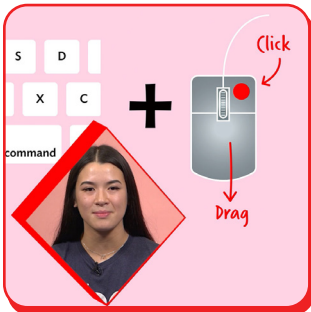
BaseBuild is all about exploring new ideas, new approaches and new perspectives relating to the made world around us. And that's not just for students! Get ready to let go of solutions-oriented patterns of thought, open your mind to genuine innovation and embrace failure as an important part of learning. That way your students can do the same.



## Pre-Module: Design Thinking Games

Three games to think like a 3D designer:

- Paper game: develops creative thinking skills
- Spaghetti game: opens your mind to generate new ideas and perspectives; helps you work as part of a team
- Daily Routine Disruption game: applies the innovation mindset to routines in your daily life



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## Module 1: Introduction to Solid Edge

- Navigating Solid Edge to get familiar with the interface
- Keyboard shortcuts/Commands to control your view
- Open a file/Save a file



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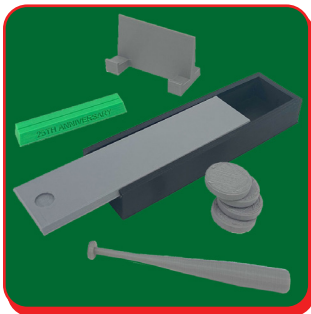
## Module 2: Things that Hold Other Things

- How to Sketch and Extrude (to remove or add material) in Solid Edge
- Measuring a container and designing a lid that fits
- Exploration: What type of lid works best for the container's function? What else could the "lid" be used for?



### Module 3: Things that GO!

- Designing separate parts that combine to make a whole, like wheels and axles of a car
- How to rotate a design with Solid Edge's Steering Wheel tool
- Exploration: What other materials can be used, with the aid of 3D printed parts, to improve your car's performance? What other types of objects can you make move?



### Module 4: Make a Game (any type of game!)

- Brainstorming, planning, and prototyping a game
- How to use the innovation mindset developed throughout the curriculum on your own design
- Exploration: How can your imagination enhance the CAD skills you've learned?