

3D MODELLING & PRINTING

COCKLES AND ZOOSTERA

What you need?

- 3D printer
- Filament for 3D printers
- Computer
- Go to **thingiverse.com**

How to do it?

1. View and explore the explanatory videos on 3D modelling, accessible at the link indicated in the file.
2. Go to thingiverse.com
3. In the "search" box, enter the name of the object you want to print. If the name is in English, there will be more results, but there will also be results in other languages.
4. Choose and click on the object you want.
5. Click on "Download all files" (top right)
6. The download starts automatically after 4s and downloads to the computer.
7. Go to the folder where the file was saved (varies from PC to PC) and right-click on it and choose "Extract All".
8. Select a destination to extract the files to.
9. Click on the "extracted file".
10. Click on "Files" and use files with STL extension.
11. Click on the files to see the object.
12. Send to print on the 3D printer.

What happens?

- 3D printing of the objects created.

Desired results

- Learn and practise 3D printing of objects.
- Categorise living beings according to observable similarities and differences.
- Relate the characteristics of living beings (animals and plants) to their habitat.
- Understand that living beings depend on each other, particularly through food relations, and on the physical environment, recognising the importance of preserving nature.
- Relate threats to the biodiversity of living beings to the need to develop responsible attitudes towards nature.
- Encouraging the protection of biodiversity and respect for species conservation.
- Categorise living beings according to similarities and differences, using different criteria
- Develop creativity.

The European Commission's support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.