

# EXPLORING TINKERCAD FOR TEACHING- LEARNING



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**NEP 2020 recognises the importance of optimising and expanding the existing digital platforms and ongoing ICT-based educational initiatives to meet the current needs and future challenges**



*What are we going to explore in the session?*

**WHAT?**

**WHY?**

**Tinkercad**

**HOW?**

**WHERE?**

**What is  
Tinkercad?**



**Tinkercad is an  
online software  
for 3D design,  
circuits and  
coding. It is an  
effective tool to  
integrate  
**STEAM** in  
Education.**



**3 D Design**



**Circuits**

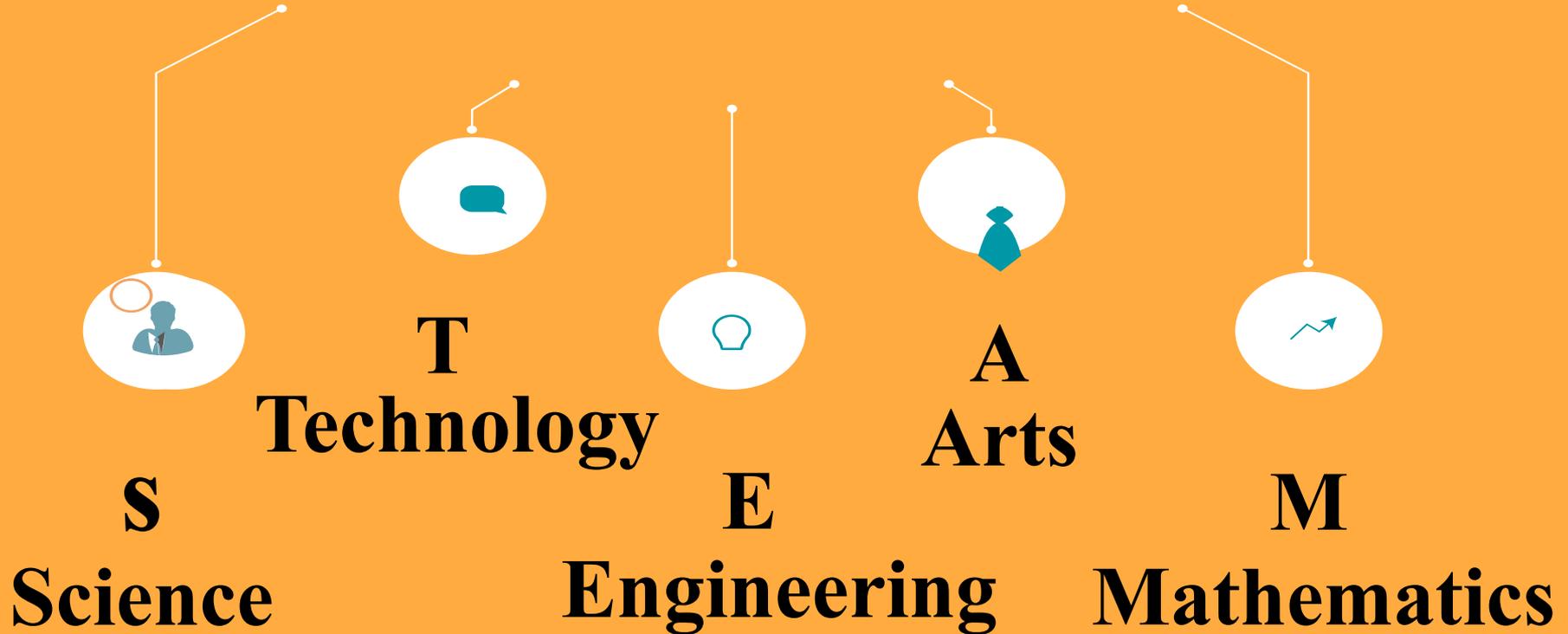


**Codeblocks**



**Tinkercad**

# STEAM IN EDUCATION



# Who can use Tinkercad?

**Students**



**Teacher- educators**



**Teachers**



**Any passionate learner**



# Features of Tinkercad



1 Learning center

2 Sample projects

3 Gallery

4 Lesson Plans

5 Help Center

# Advantages of Tinkercad



**Provides hands-on experience in the virtual world.**  
.....



**Student - centered- Personalised learning**  
.....



**Promotes self-paced learning**  
.....



**Helps in designing prototypes for projects**  
.....



**Cultivates skills of 21st century**  
.....

# Trends in education



**Toy-Based Pedagogy**



**Design Thinking**



**Game-based Learning**

**What do you need ?**



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graph LR; A((What do you need?)) -- dark blue --> B[1 A desktop/laptop]; A -- dark blue --> C[2 Internet Connectivity]; A -- teal --> D[3 A Google account];
```

**1**

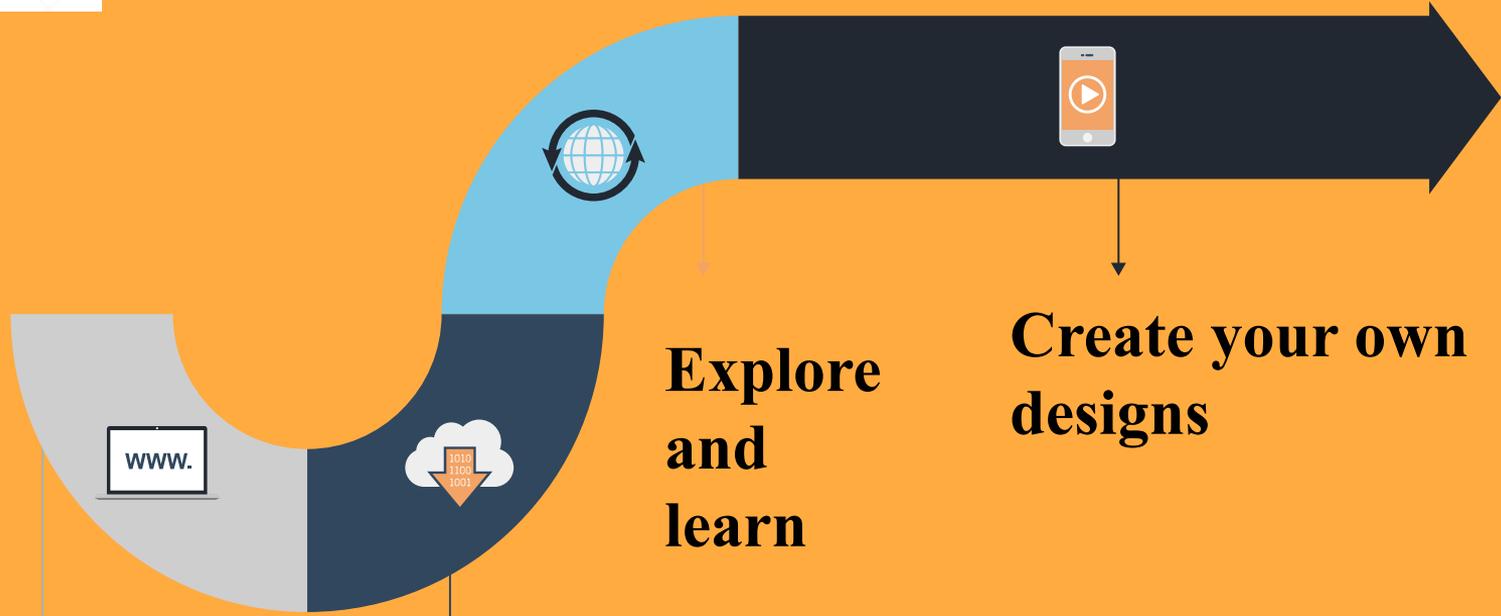
**A desktop/laptop**

**2**

**Internet Connectivity**

**3**

**A Google account**



**Login to**  
<https://www.tinkercad.com>

**Sign up with**  
**Google account**

**Explore**  
**and**  
**learn**

**Create your own**  
**designs**

**Let us explore the interface of Tinkercad to know more about it.**

