



### | 3. Experiment with the tool

In this learning activity you will use the tool **Tinkercad**. It is a free and intuitive **3D modeling** tool, ideal for learning through practice, bringing creative ideas to life, and expressing yourself. Designed for students and educators, it can be used effectively in both in-person and online workshops, making it a versatile option for various educational contexts. It is perfect for beginners but also offers advanced features for creating complex projects.

Tinkercad can be used both on personal computers and on tablets, but not smaller devices (it could be difficult to interact with!).

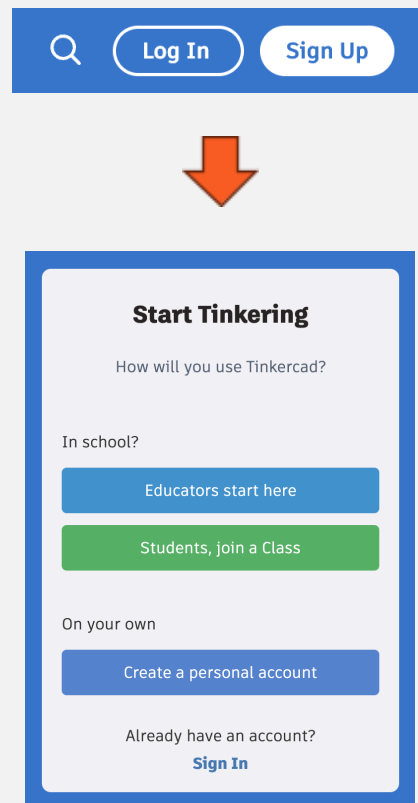
#### Why Tinkercad?

Tinkercad is much more than a 3D design tool—it is a creative playground that fosters exploration, iteration, and collaboration. It is aligned with the Creative Learning principles for several reasons:

- Tinkercad encourages Project-Based Learning, allowing students to create projects that hold personal significance, in alignment with Creative Learning's principle. Refer to "Section 1 - Discover the learning approach" for details.
- Each Tinkercad project becomes a cycle of experimentation, where students can refine their ideas and learn through successive iterations, following the natural process of the [Creative Learning Spiral](#) (Imagine => Create => Share => Reflect => Imagine => ...)
- Tinkercad embraces the low floor, high ceiling, wide walls principles:
  - Low floor: Students can easily get started and create their first project in no time.
  - High ceiling: The platform offers opportunities to create increasingly complex and ambitious projects.
  - Wide walls: The variety of projects students can create is vast and adapts to their personal interests and creativity.
- Tinkercad is highly flexible, it can be used both in-person and online, fostering a dynamic and accessible learning experience anywhere.

## How to register to Tinkercad

- Visit the free website [www.tinkercad.com](http://www.tinkercad.com)
- Create a personal account (registration is required) by clicking the [Sign Up](#) button and selecting "Create a personal account"
- Follow the instructions, then you can start creating immediately!



### Note for teachers

There are also specific options for students and teachers: Tinkercad Classroom. This is an ideal solution for managing classroom activities, by providing the students with the shared class link. For more details, you can refer to the [Official Guide to Tinkercad Classrooms](#).

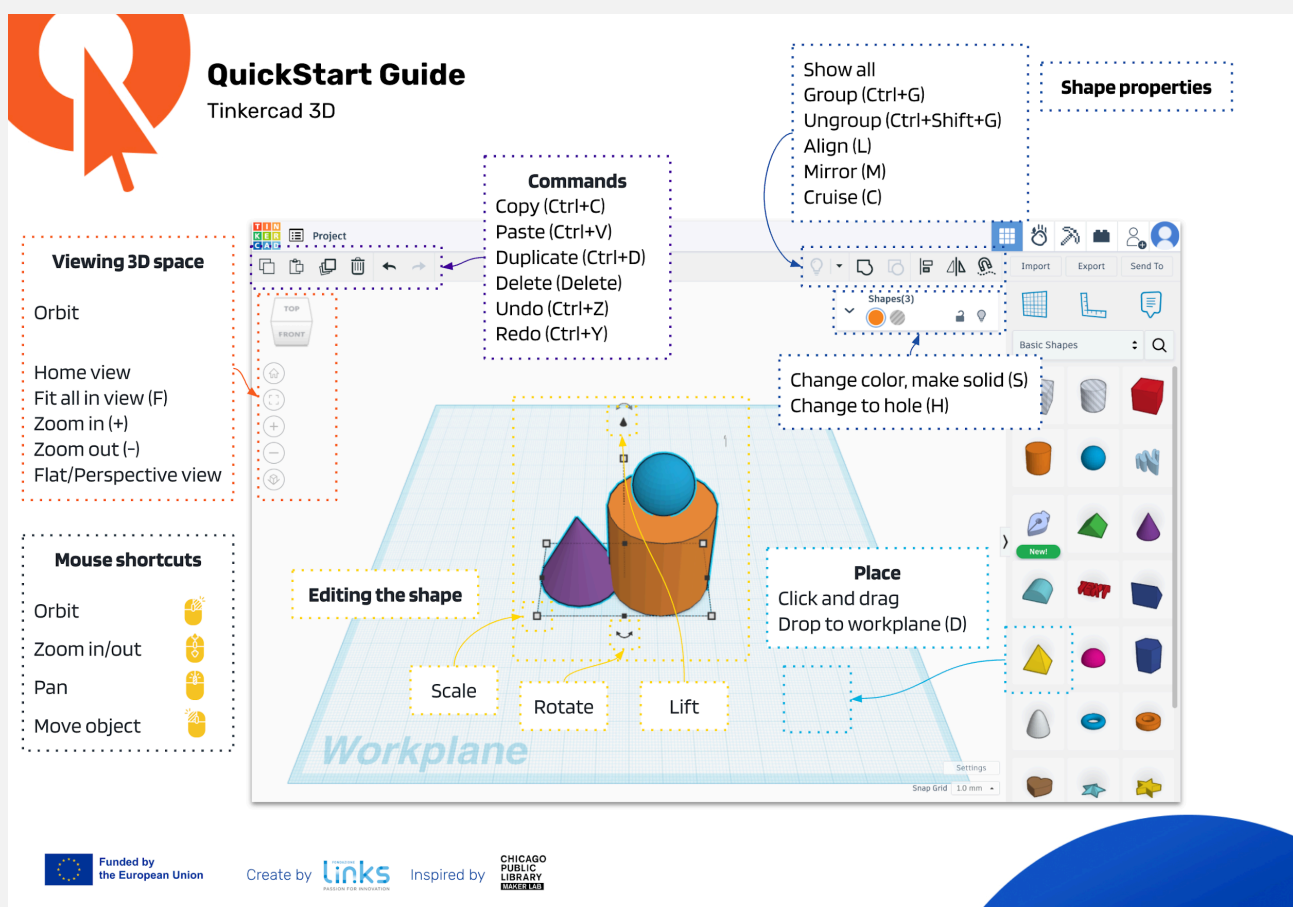


## How to move your first steps on Tinkercad

As a Tinkercad beginner the first step to move is to navigate the platform, to quickly gain confidence and a quick overview of key tools and commands.

Print and use the following handout as a reference to:

- Understand basic commands, shortcuts, and navigation tips;
- Find the right tools and actions, while working on projects.

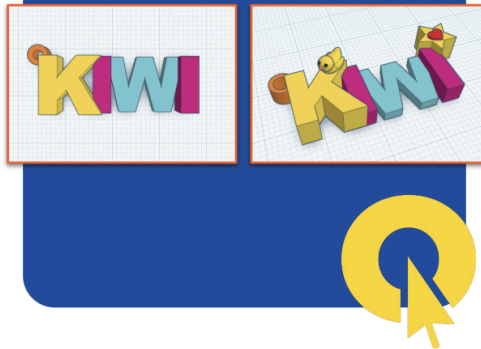


*Tinkercad Quick Start Guide cheat sheet, available in printable materials*

## How to create a demo project

You can try out Tinkercad by making a demo project. To do this, follow the instructions in the 'Create cards' cheat sheet. You can find it at the end of the section, in printable materials.

## Create your keychain with Tinkercad!



## Create your own keychain

Use the cards in this order:

1. Choose the letters
2. Align
3. Change size
4. Create the ring
5. Customize it!
6. Ready to print

Create by  links  
PASSION FOR INNOVATION

Inspired by Scratch Card 

*Create Cards cheat sheet, available in printable materials*