What did I miss?

- We put the finishing touches on any outstanding projects.
- We began (and some finished) working on a model that moves.

How do I catch up so I'm not behind at the next meeting?

Put the finishing touches on your name tag keychain:

1. Log into Tinkercad using the account you set up last week and open your model.
2. Edit it by stretching or squeezing the different shapes that until you are happy with the outcome. Remember to move the camera view all around so you can see your model from every angle to make sure it looks how you want it to.
3. Tinkercad saves automatically, so when you are finished, move on to the next steps.

Modeling something that moves:

Below are a few examples to get your creative juices flowing.

*Remember -- you have to CREATE YOUR OWN item that moves, not simply pull one from Thingiverse.*

- A top
- A toy
- A rocket
- Fidget spinner