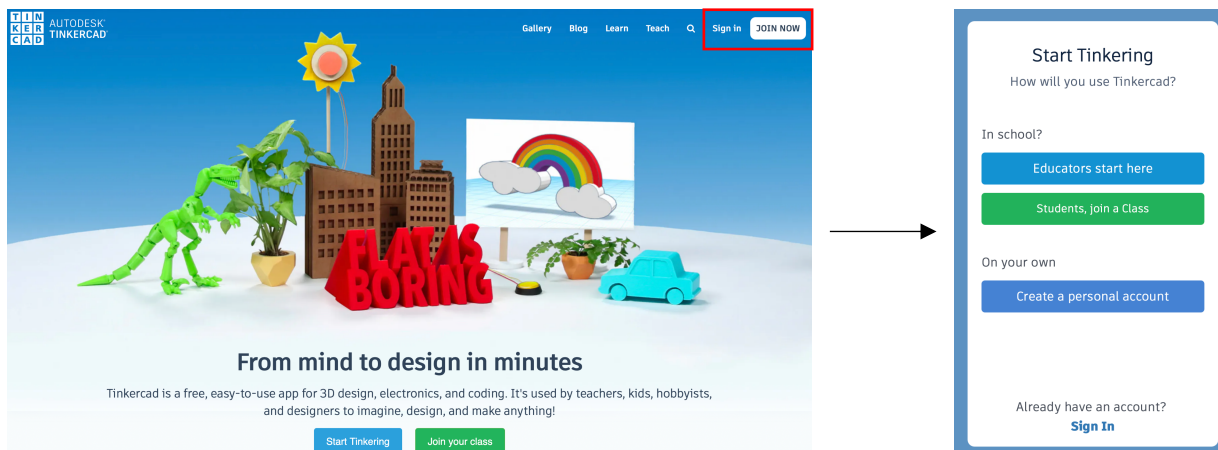


# DESIGN&PITCH CHALLENGE

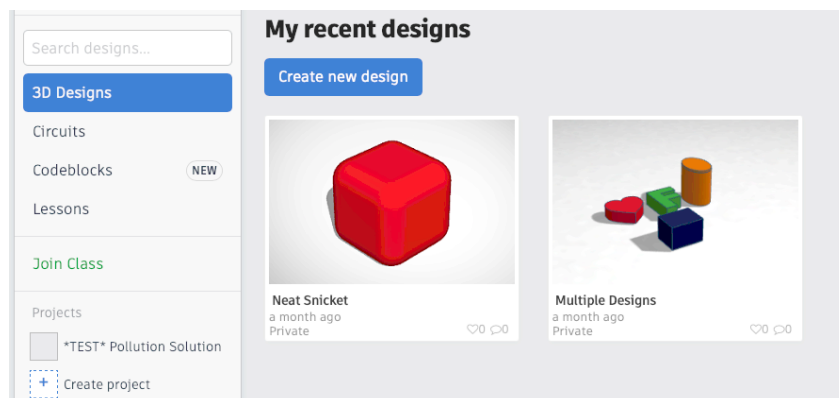
# HOW TO USE TINKERCAD TUTORIALS

## Before You Begin

This tutorial will help you understand how to use the built-in tutorials in TinkerCAD. However, before you begin creating, you will need to sign in using a Google account or create a free account on TinkerCAD using your email. You will need to sign in before you complete any tutorials. If your teacher has created a class, you can click the green button that says “Students, join a class” and they will give you the information you need to create your profile. Otherwise, click the dark blue box that says “Create a personal account.” If you already have a personal account and your teacher makes a class, you can join that class in the left-hand menu once you log into your account.

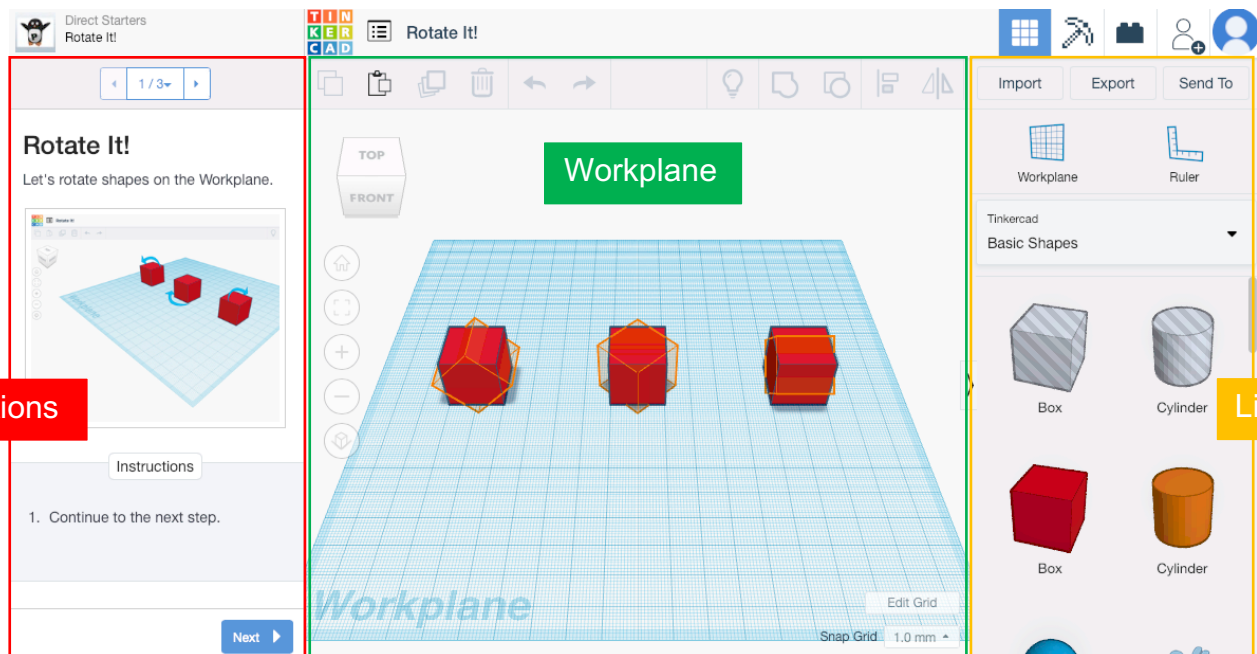


Once you have created an account, you will be able to save both your progress in the tutorials and any creations you make. When you sign in to your account, your recent designs will appear front and center. You can organize these designs into project folders that you create and organize to suit your needs. For example, if you are working on Pollution Solution and Fix It, you can have separate folders for each of those Design & Pitch Challenges.



### Getting Started

When you click the link into one of the TinkerCAD tutorials on the Tech Tools page, your browser window will open to a screen that looks similar to the one below. Of course, each tutorial will look different, but the workspace will be similar for each.



Instructions

Library

The area outlined in red above is where you will find instructions for completing each tutorial. The arrows and drop-down menu at the top of this region allow you to move throughout the entire tutorial. The middle section is where TinkerCAD will show you images, some of which are animated, of the tutorial moves, as well as instructions for what you are supposed to do. Once you have completed each step in the instructions, click the 'Next' button at the bottom of this region to move on to the next step in the tutorial.

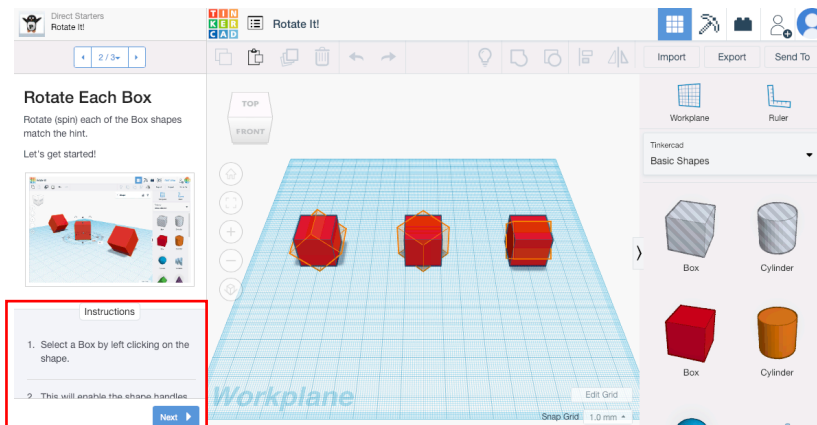
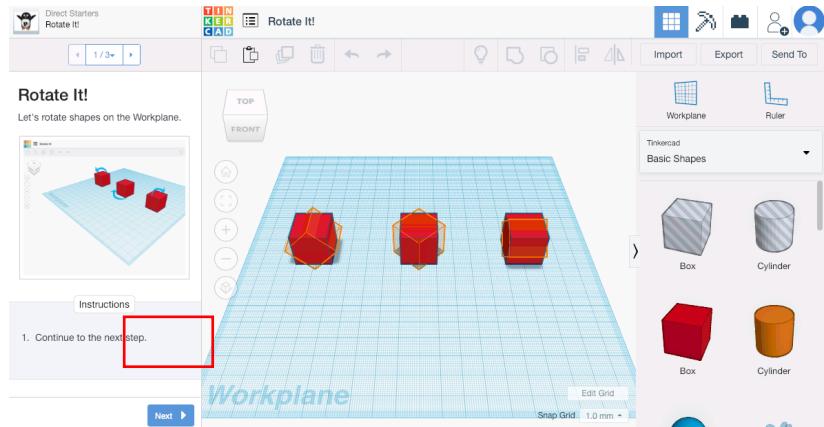
The area outlined in green above is your workspace. This is where you can place images and features from the library (see the next paragraph). This is also the region where you will manipulate, or work with, your figures to complete the tutorials.

The area outlined in yellow above is your library. This is where you will find the shapes you will use in your tutorials. At the top of this region are two tools you will learn about in the tutorials: the Workplane, and the Ruler.

## Next Steps

Once you have completed the instructions on the first page of your tutorial, you can click 'Next' to go to the next set of instructions.

When the next screen appears, the middle and right panels will be just as you left them on the previous page, but the left panel will be different. The title and description at the top, as well as the image and instructions below, will tell you more about what you will do on this step of the tutorial.



Depending on the number of tasks in this step of the tutorial, you may need to scroll in the left region to see all of the instructions. In the image to the left, you can see that the second step of the instructions is cut off. In fact, this step of the tutorial has 5 steps that need to be completed!

## Wrapping Up

Once you have completed each of the tasks in the tutorial, you will reach a screen similar to the one to the right. Notice your 'Next' button has been replaced with options to 'Reset' the tutorial or be 'Done.' You can now complete the tutorial again or start working on a new tutorial from the Tech Tools page.

