FROM TEACHERS FOR TEACHERS

SUSTAINABLE DEVELOPMENT GOALS IN EDUCATION

projects that show how STEM can contribute to achieving the SDGs

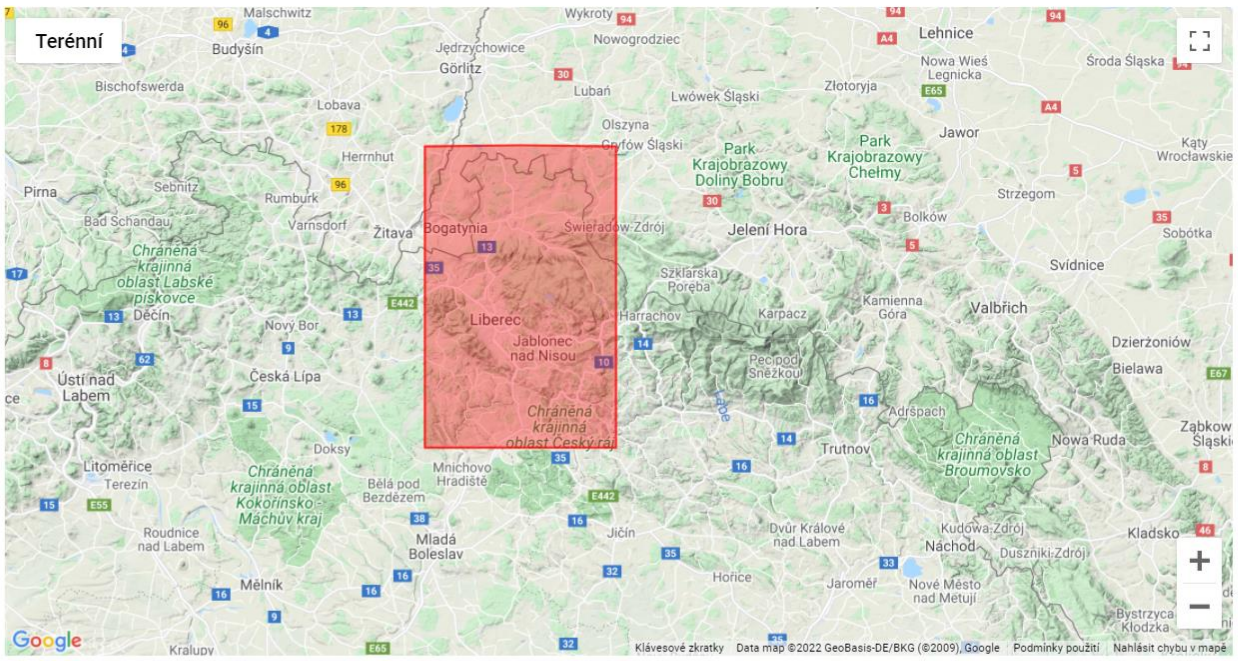
Martin Gembec | ZŠ Liberec, ul. 5. května | Liberec | Czech republic

3D modelling of terrain and the behavior of water in it

Flooding is becoming an increasingly frequent part of our lives. The goal is to enable pupils to visualise how water will behave in the landscape if we allow it to flood in places where we don't mind and how it will behave if, on the contrary, it all reaches built-up areas. The aim is also to show how to easily create a terrain model and how to print it out. In a simpler version, a ready to use river model can be downloaded and printed, while more advanced students can model their own riverbed. In any case, such a tool can also serve younger children to understand the behaviour of water in the landscape.

1. Generate model

Terrain2STL Create STL models of the surface of Earth



STL Generator

Now with adjustable rectangle shapes!

Location

Northwest Corner Coordinates

Latitude: 51.0335

Longitude: 14.8797

Center to View

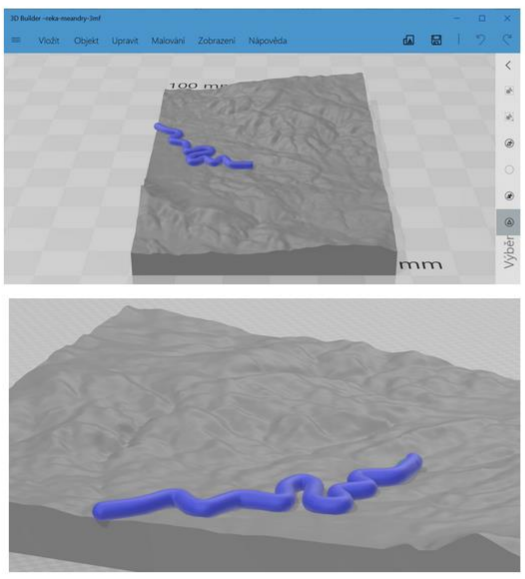
Model Details

Water and Base Settings

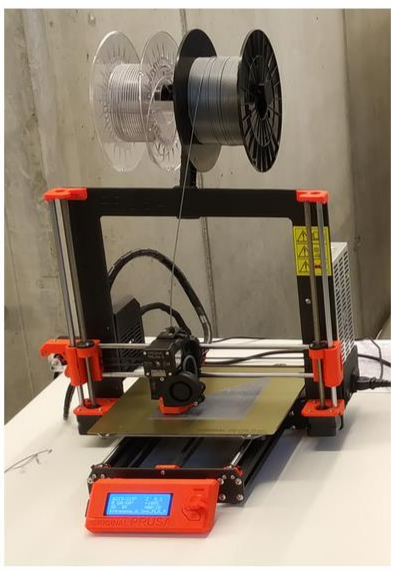
Instructions

Generate Model | Download

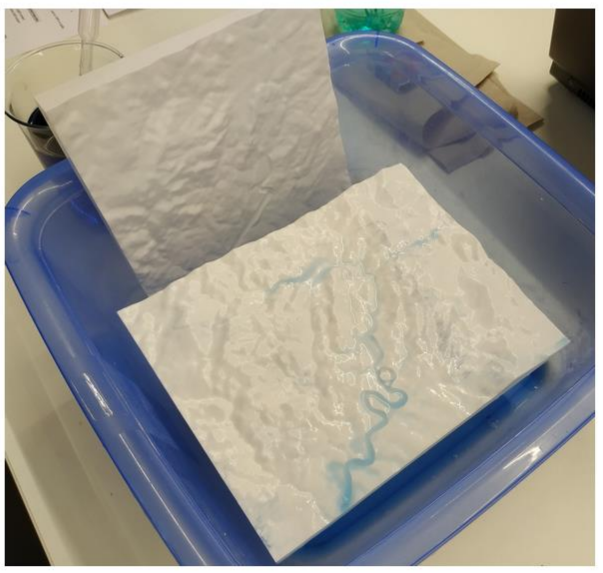
2. Create a river



3. Print in 3D



4. Try and discuss



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