

HELLO



Pédagogie et Machines de fabrication numérique







Quoi?



**Machines
de fabriquoi ?**

Une machine de fabrication numérique est capable de **concevoir à partir d'un fichier numérique.**



Brodeuse numérique, imprimante 3D, fraiseuse numérique, découpeuse vinyl, plotter, découpeuse/graveuse laser



Pour quoi?



- Illustrer
- Matérialiser
- Rendre accessible
- Personnaliser



**LUDOPÉDAGOGIE, SIMULATION,
MANIPULATION, ANIMATION, ÉVALUATION ...**

**BREF, CRÉER SON PROPRE MATÉRIEL
PÉDAGOGIQUE !**

**Matériel pédagogique
innovant**



**DYNAMISER L'APPRENTISSAGE ET
AUGMENTER L'IMPLICATION DES
APPRENANTS**



Mais pas que!

Les machines de fabrication numérique



SOURCE D'APPRENTISSAGES

**(ESSAI-ERREUR, TECHNOLOGIES, SOFT SKILLS,
CRÉATIVITÉ ...)**

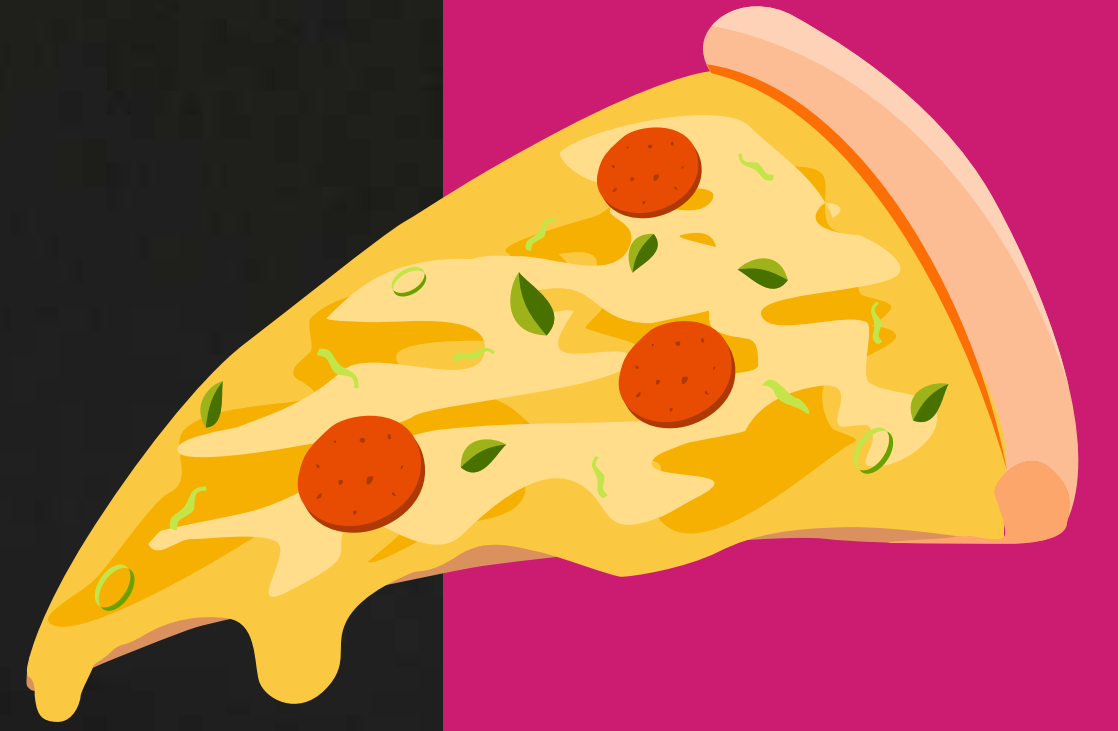




Et donc...?

PALETTE







Prenez le temps
pour une
tasse de thé

P

S

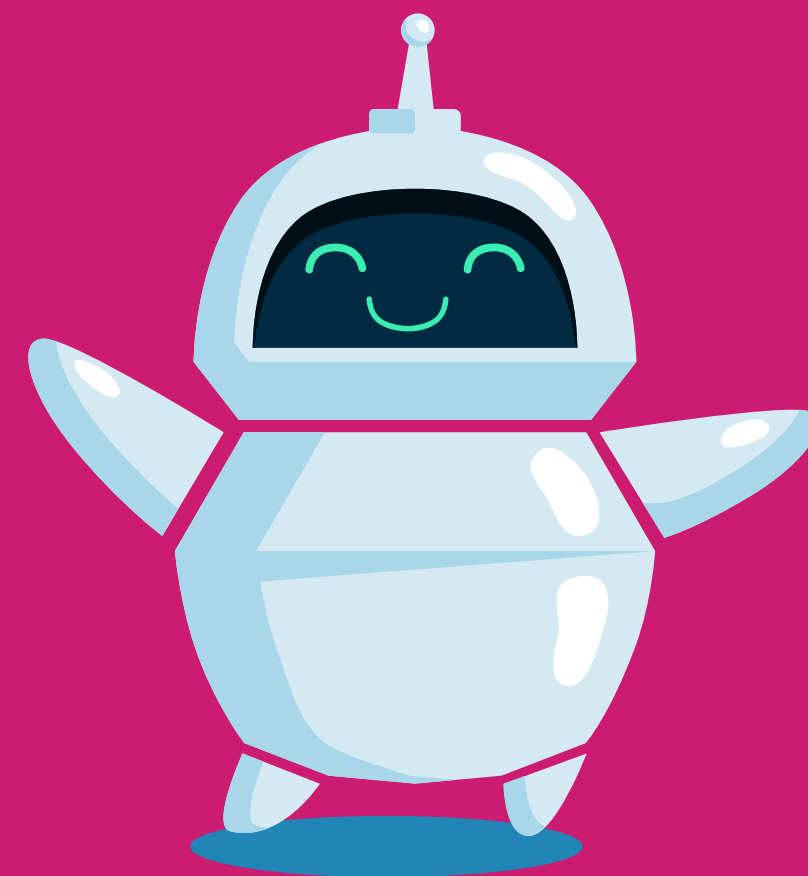
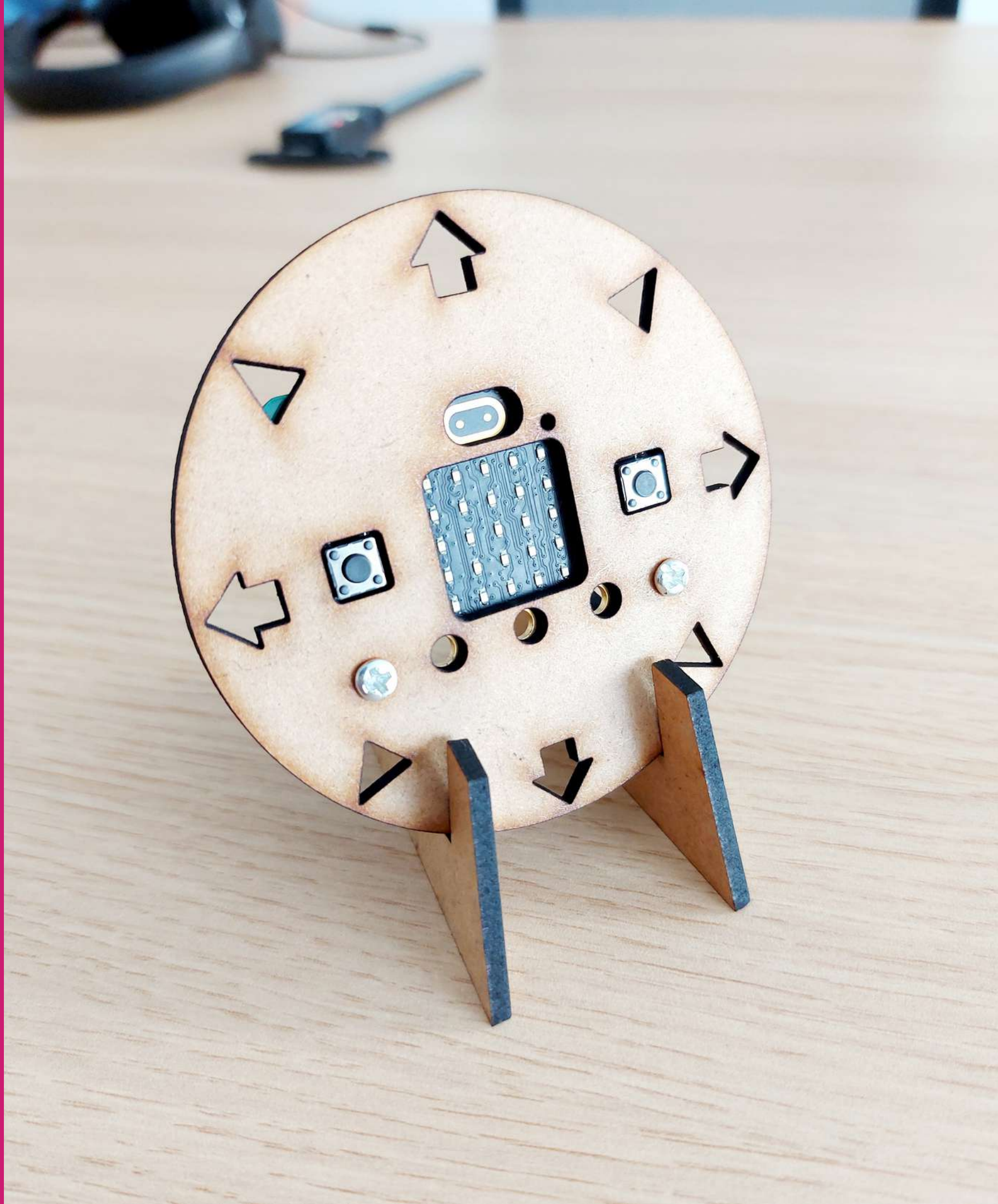
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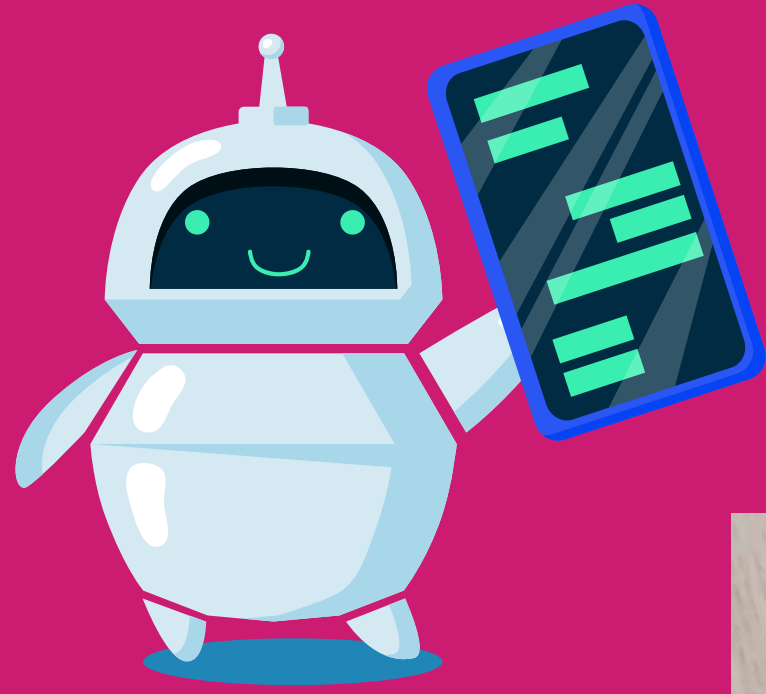
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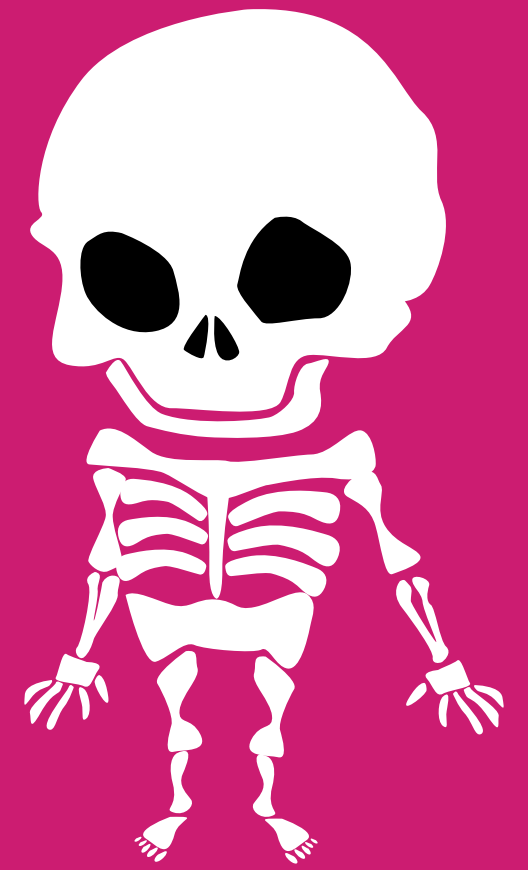
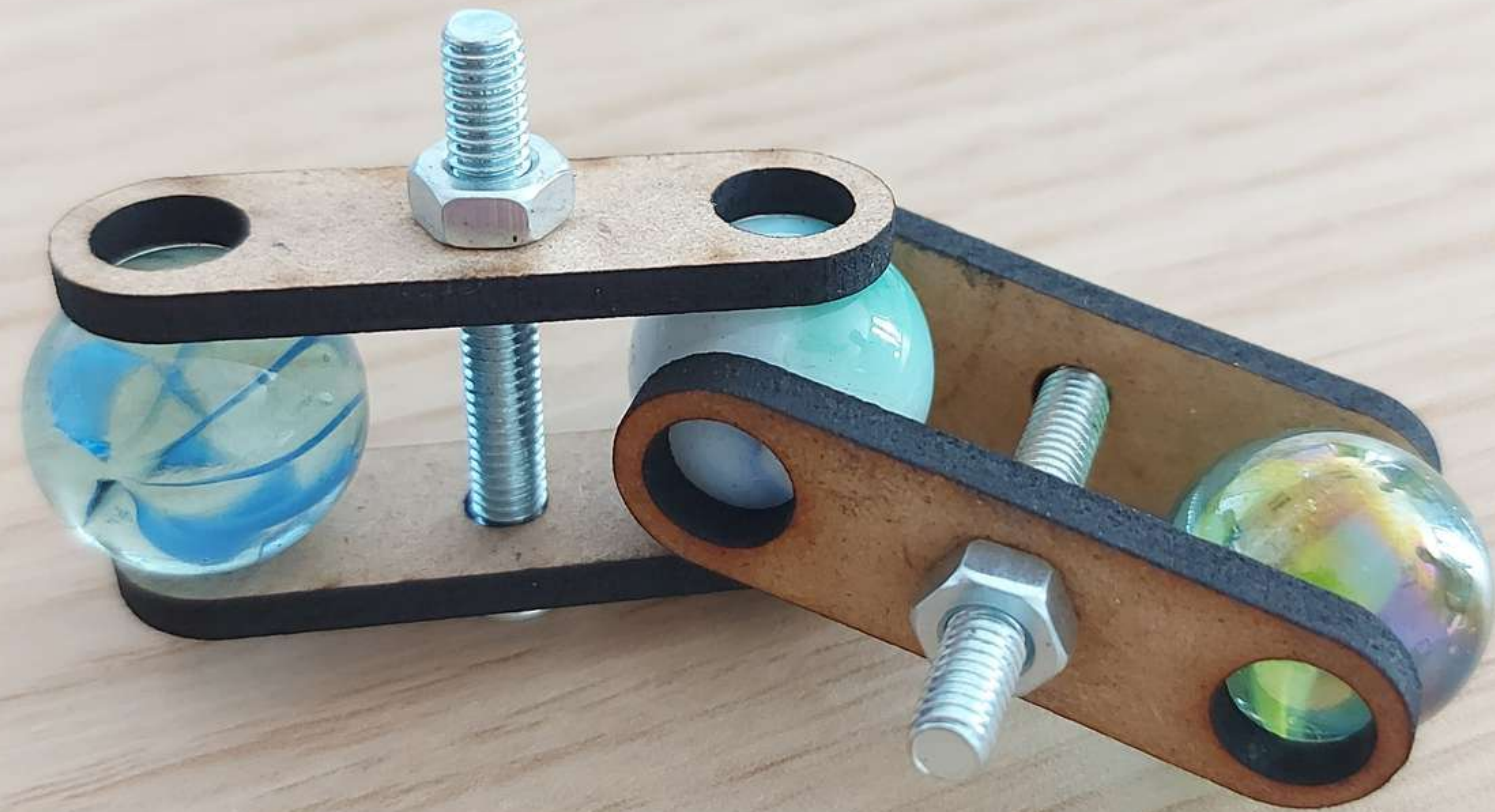
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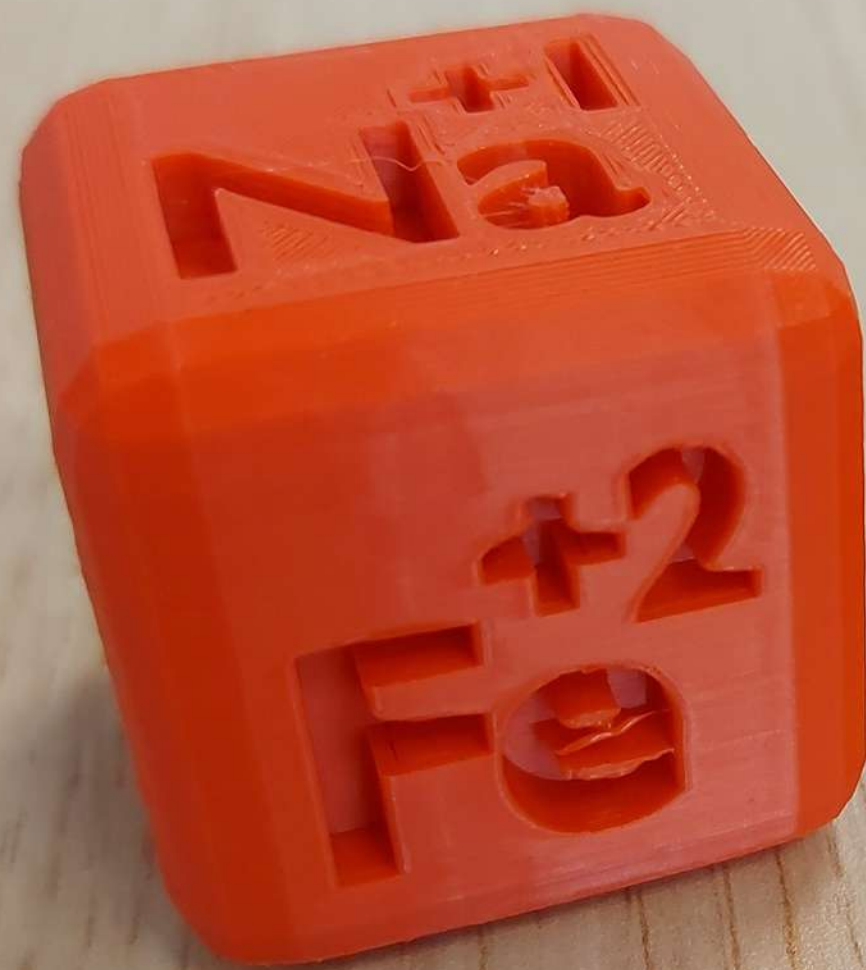
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Comment?

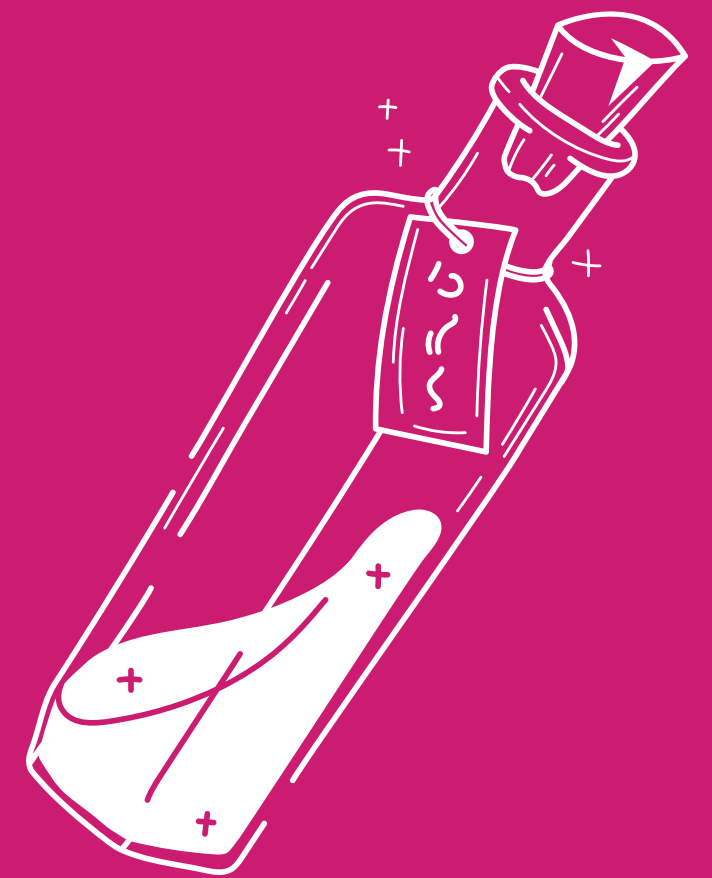
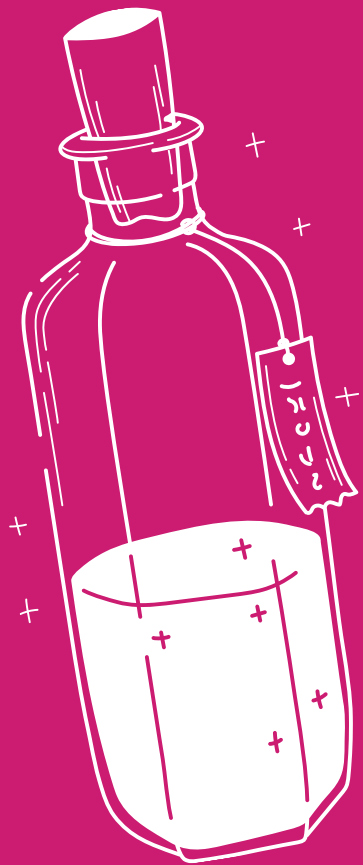




Graphiste, infographiste,
designeur, animateur 3D ...



Curiosité, créativité,
audace, âme
scientifique



Boites à trésors





Thingiverse



Makercase



Cults3d



3axis



The Noun project



Vectorsfile



...



Popular Last 30 Days v

All Things v

Filter By v

Filament Welder

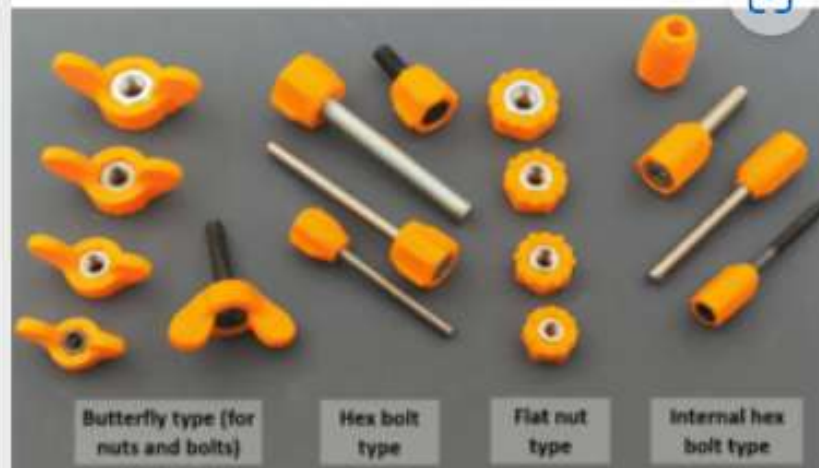


+ Collect Thing

5324

Share

Handles for M3 to M6 bolts and scr...



+ Collect Thing

3054

Share

Advertisement

Little Ghost v.2



+ Collect Thing

2325

Share

Geodesic Dome Cat House - Pine Tr...



Joy Fidget



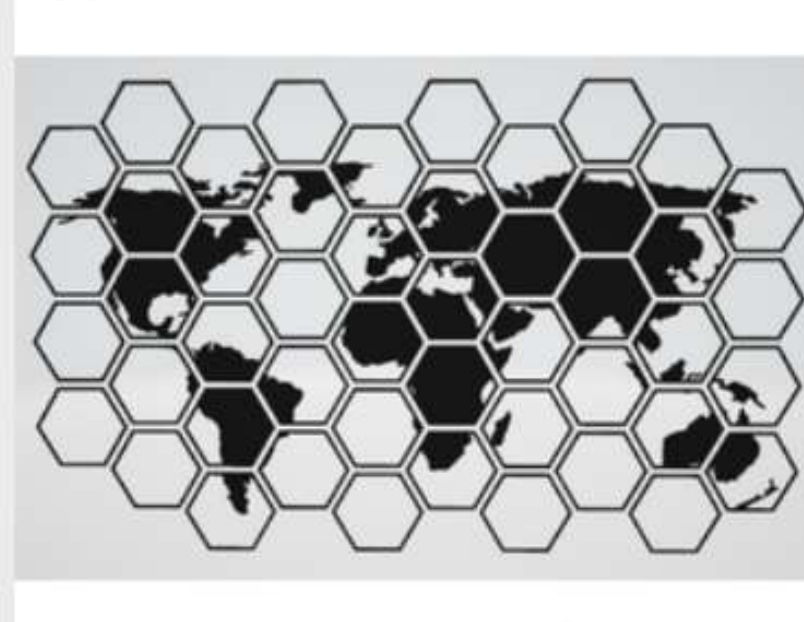
2022

Parametric Bottle Holders



1513

Hexagon map



1472



UPLOADER

DESIGNS

COLLECTIONS

MAKES

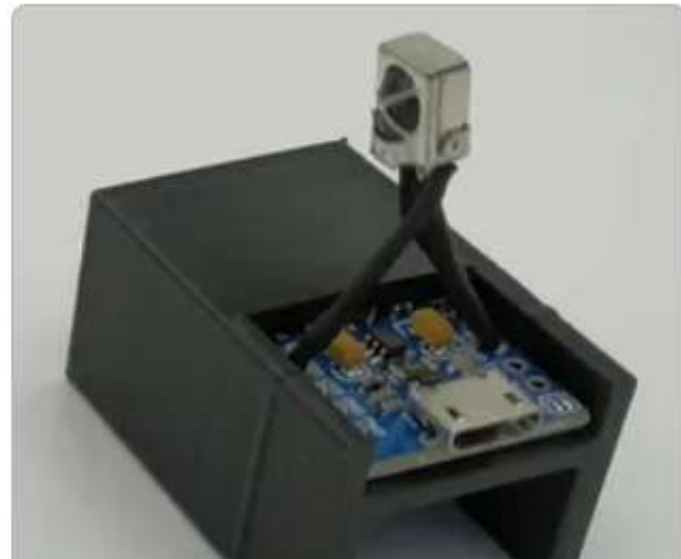
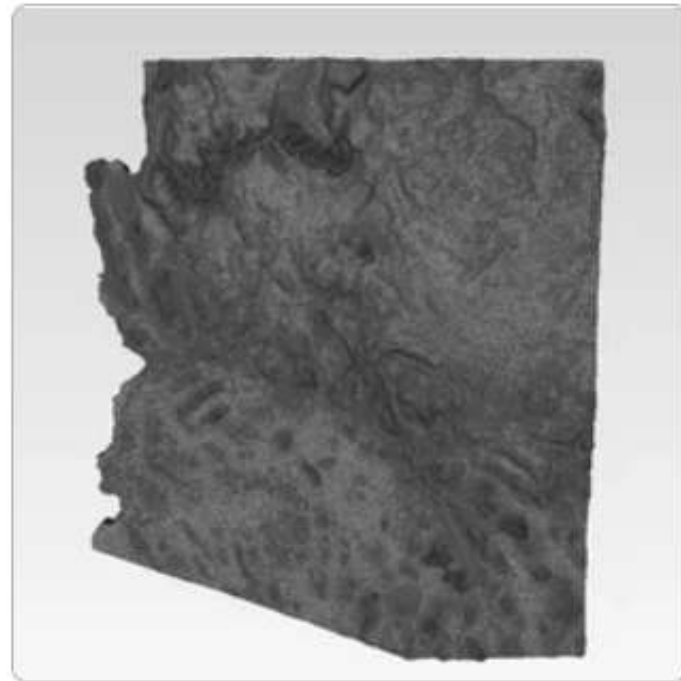
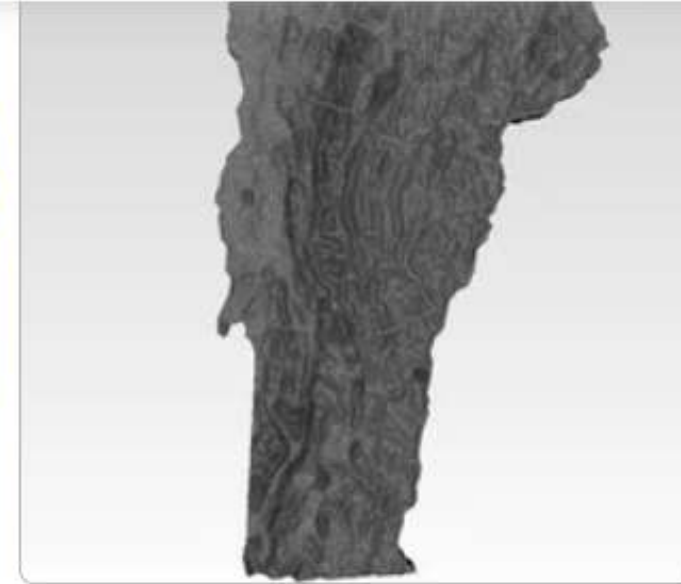
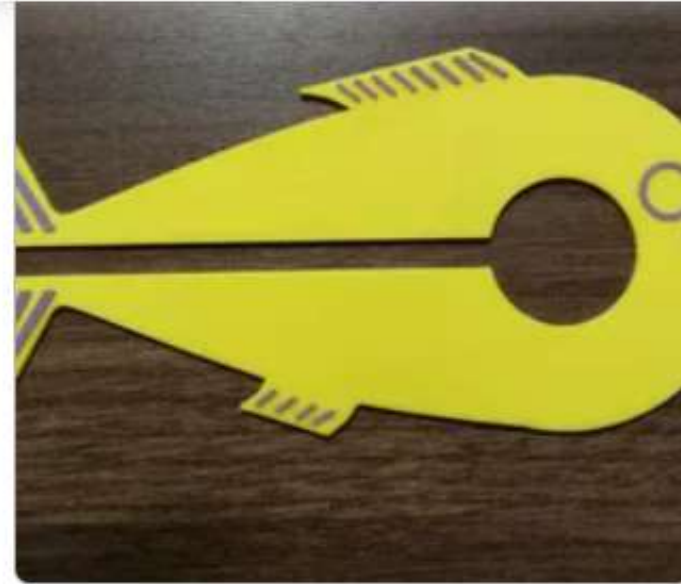
CONCOURS

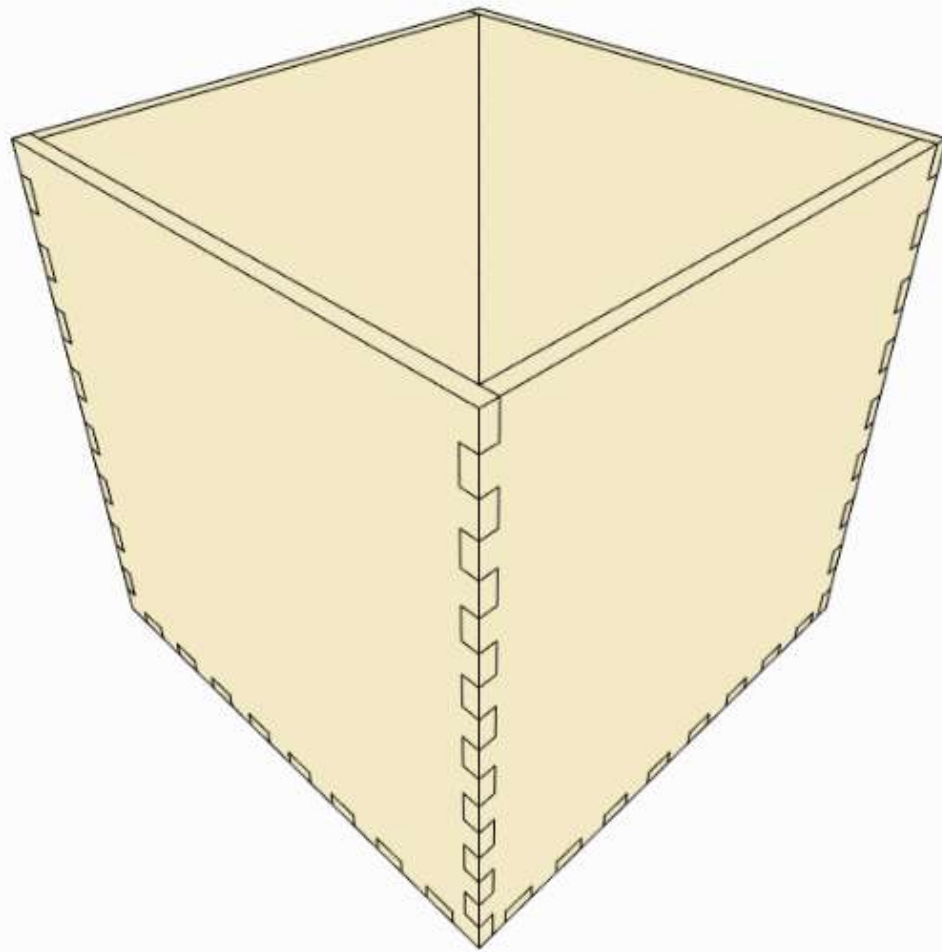
BLOG

pédagogique



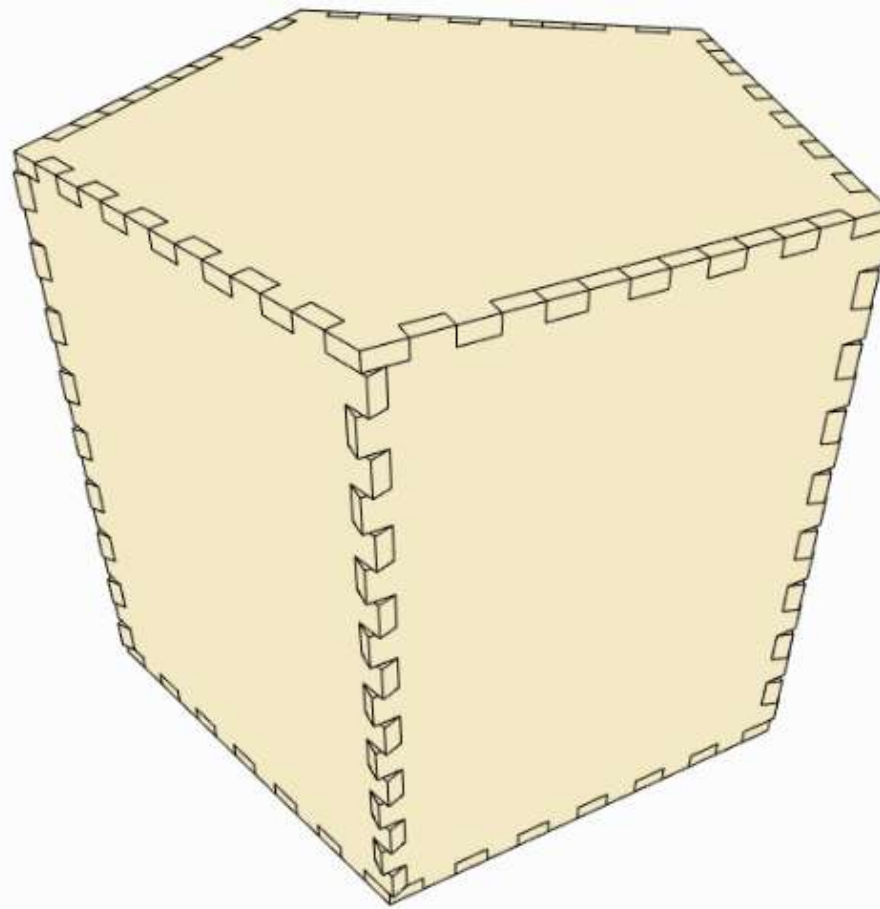
CONNEXION





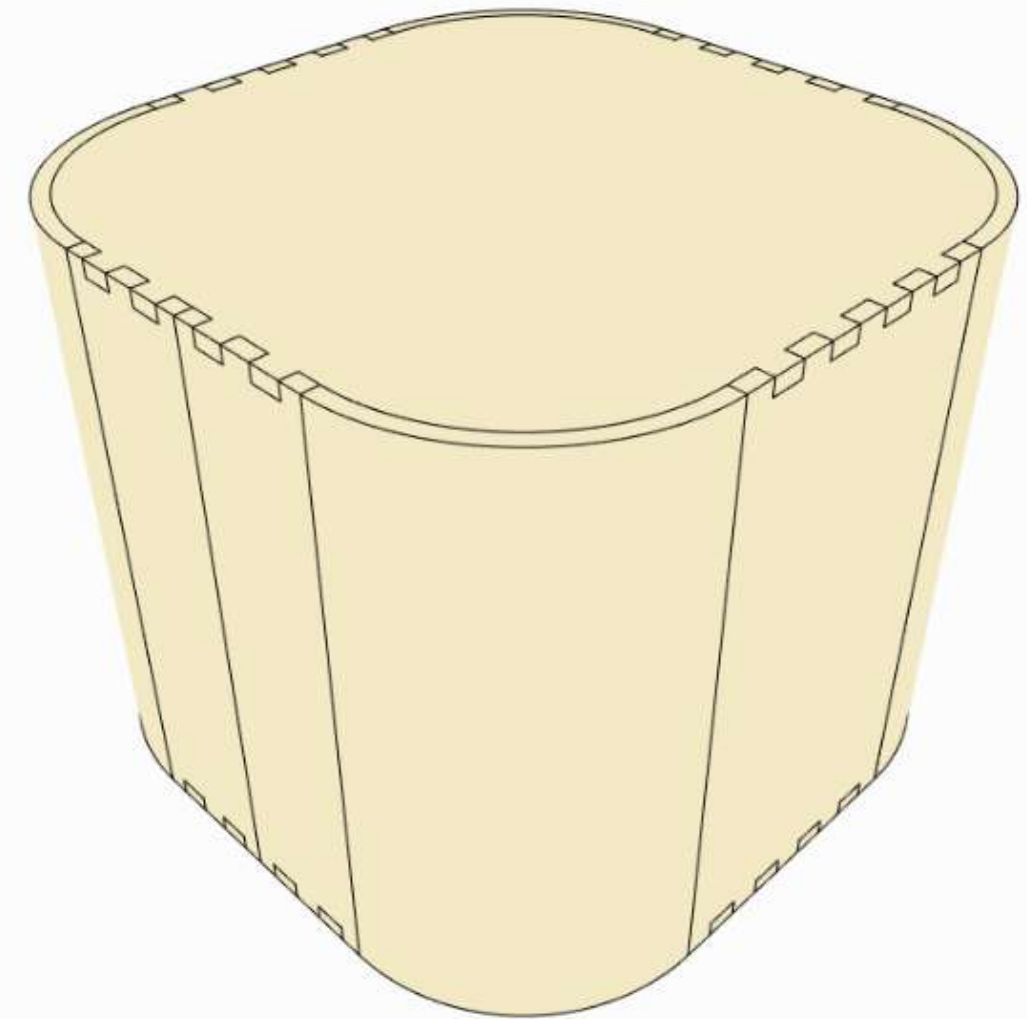
Basic Box

Simple boxes



Polygon Box

Polygon boxes with 3 or more sides

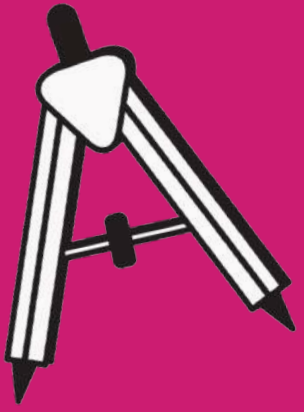


Kerf Bent Box

Boxes with round corners

Boites à outils





Tinkercad

TINKERCAD
AUTODESK
Tinkercad

Concevoir ▾

Galerie

Projets

Salles de classe

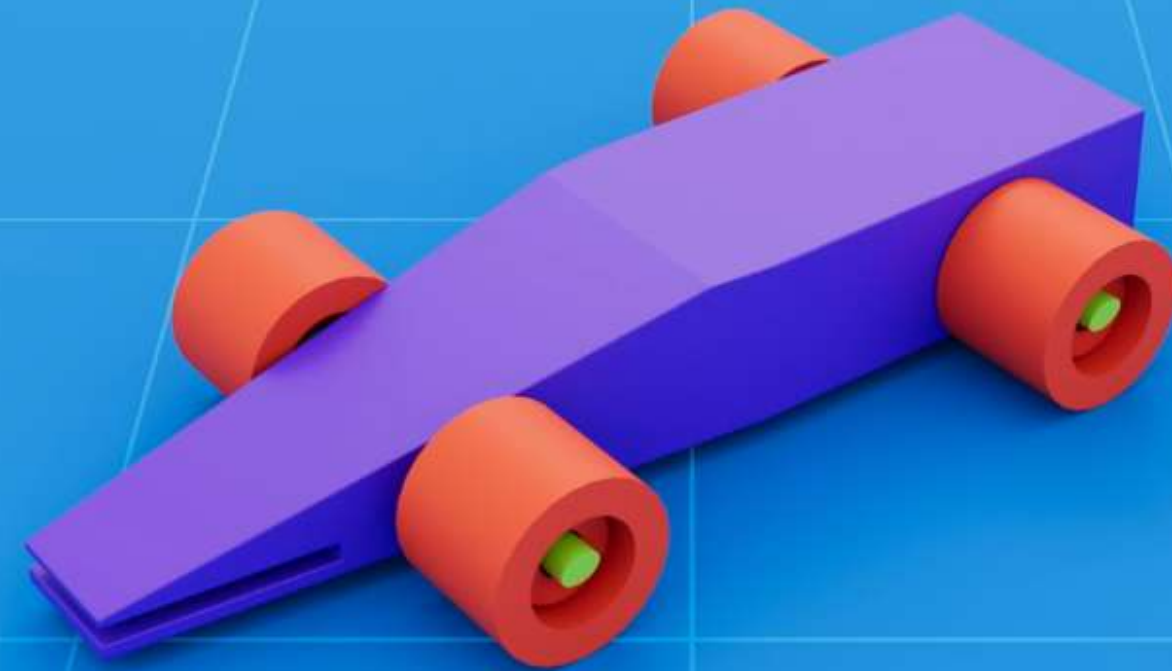
Ressources ▾



Connexion

S'inscrire

Commencer à concevoir en 3D



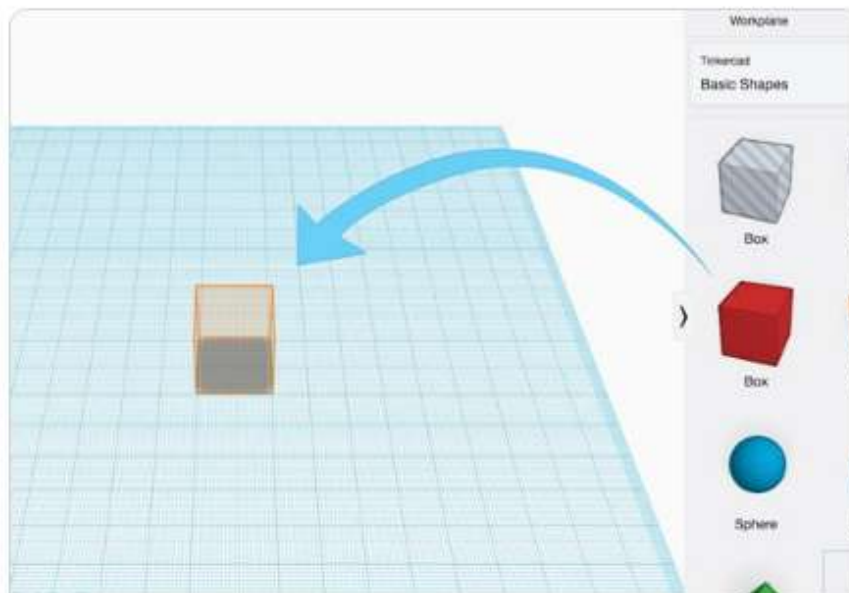
Learning center

Pour commencer à utiliser Tinkercad, rien de plus simple et amusant!

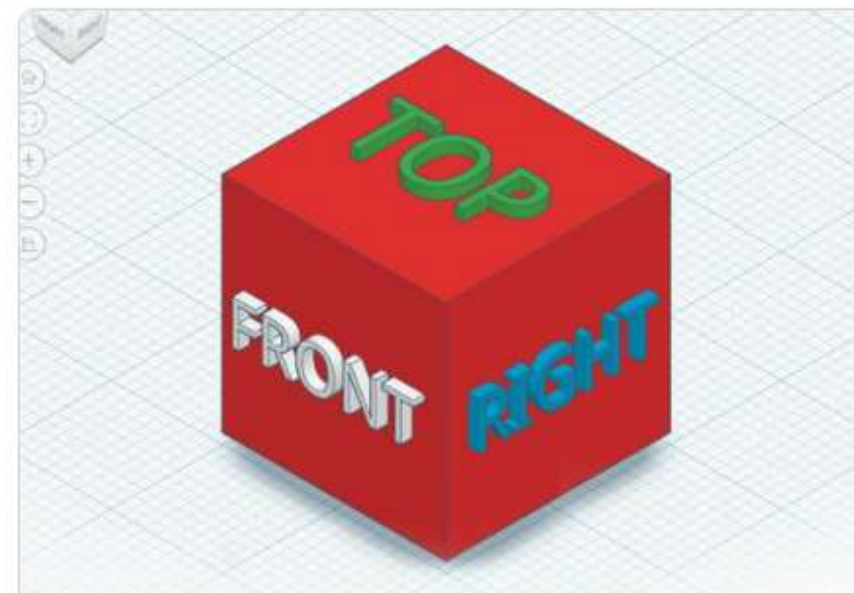
Conception 3D

Circuits

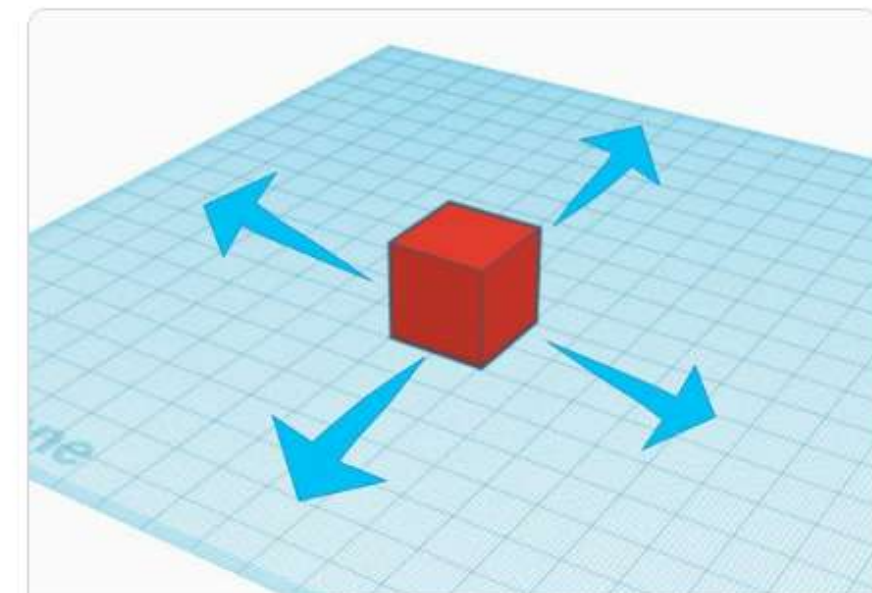
Codeblocks



Place It



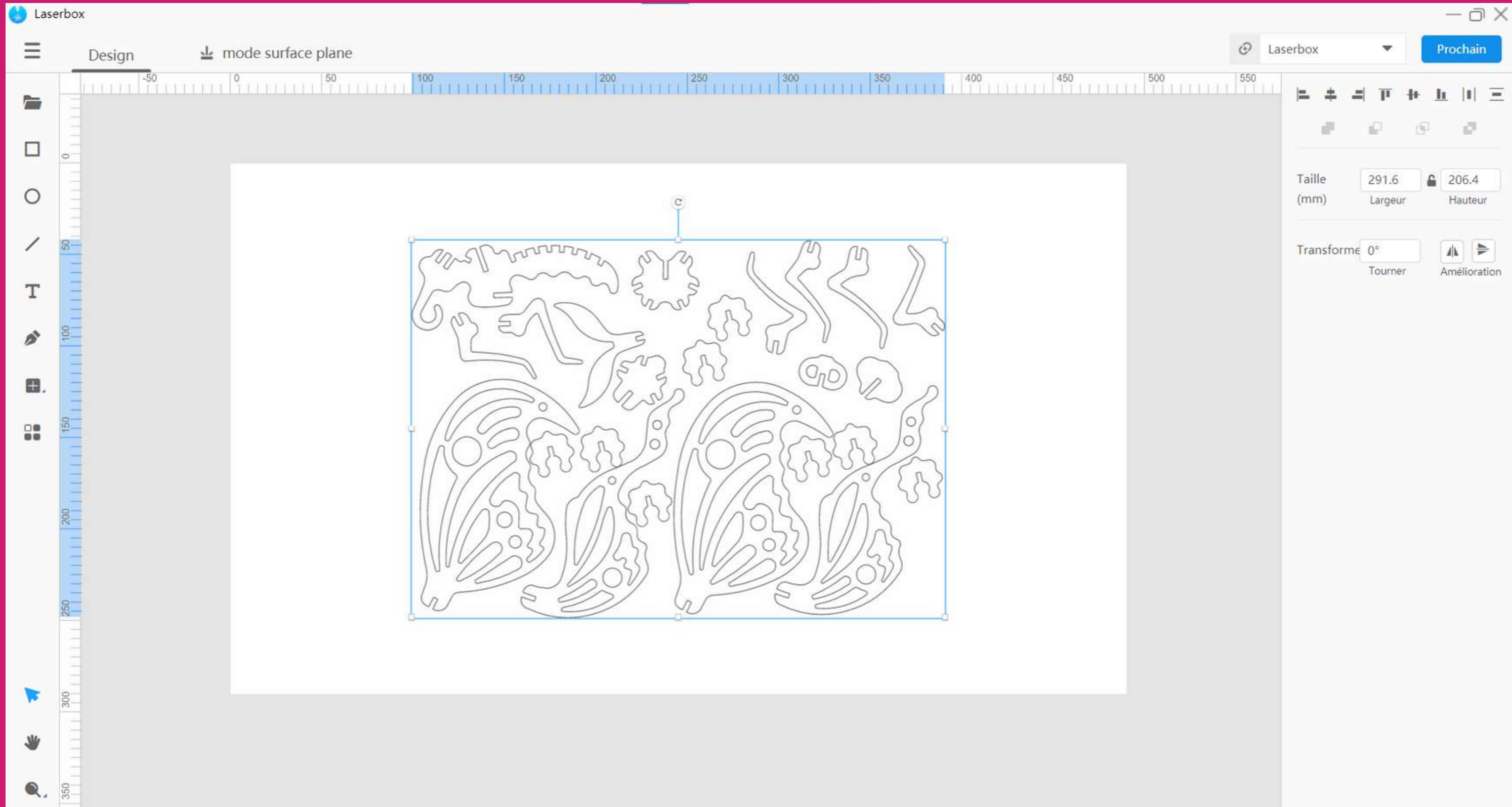
View It



Move It

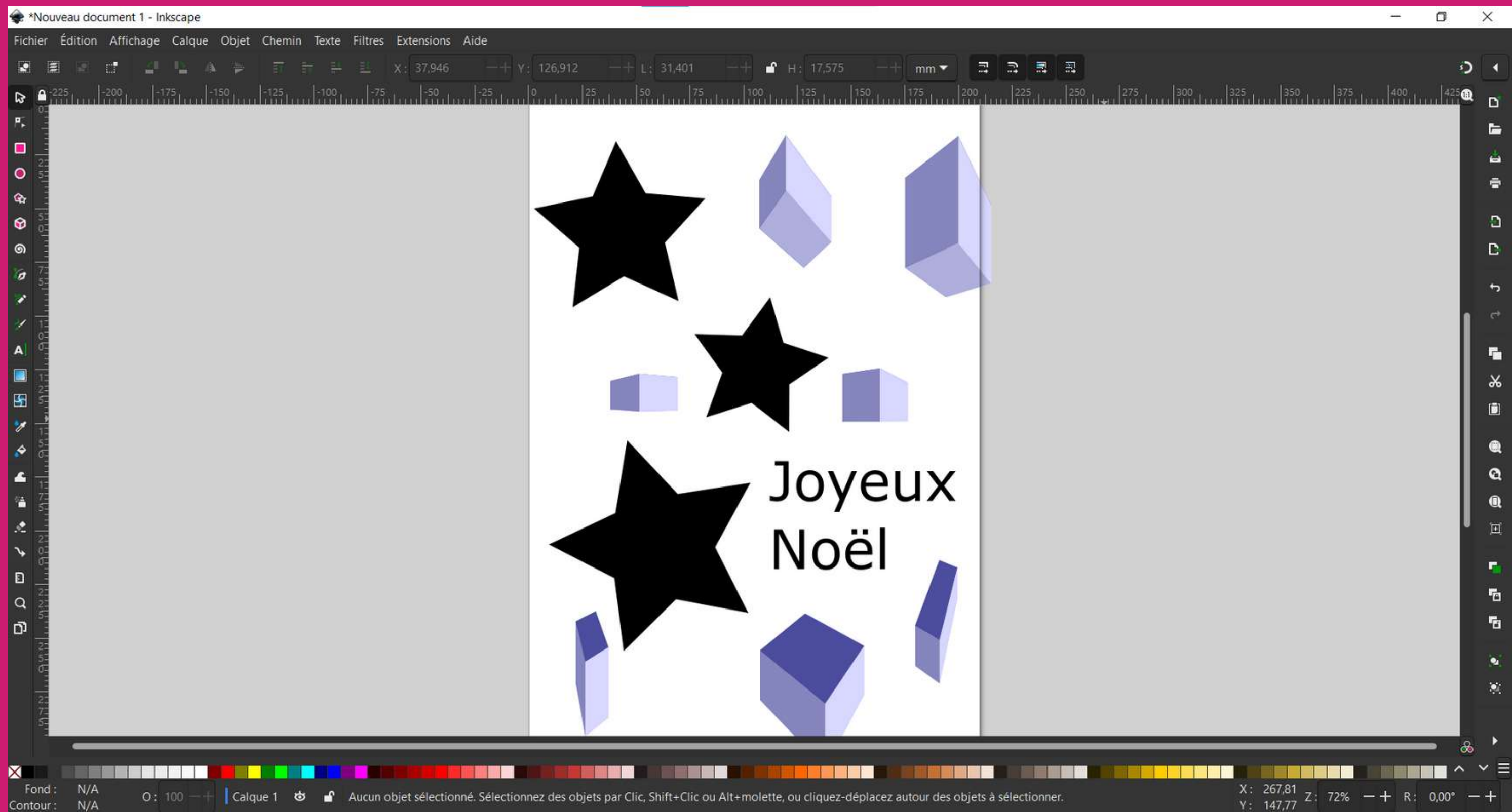


Laserbox



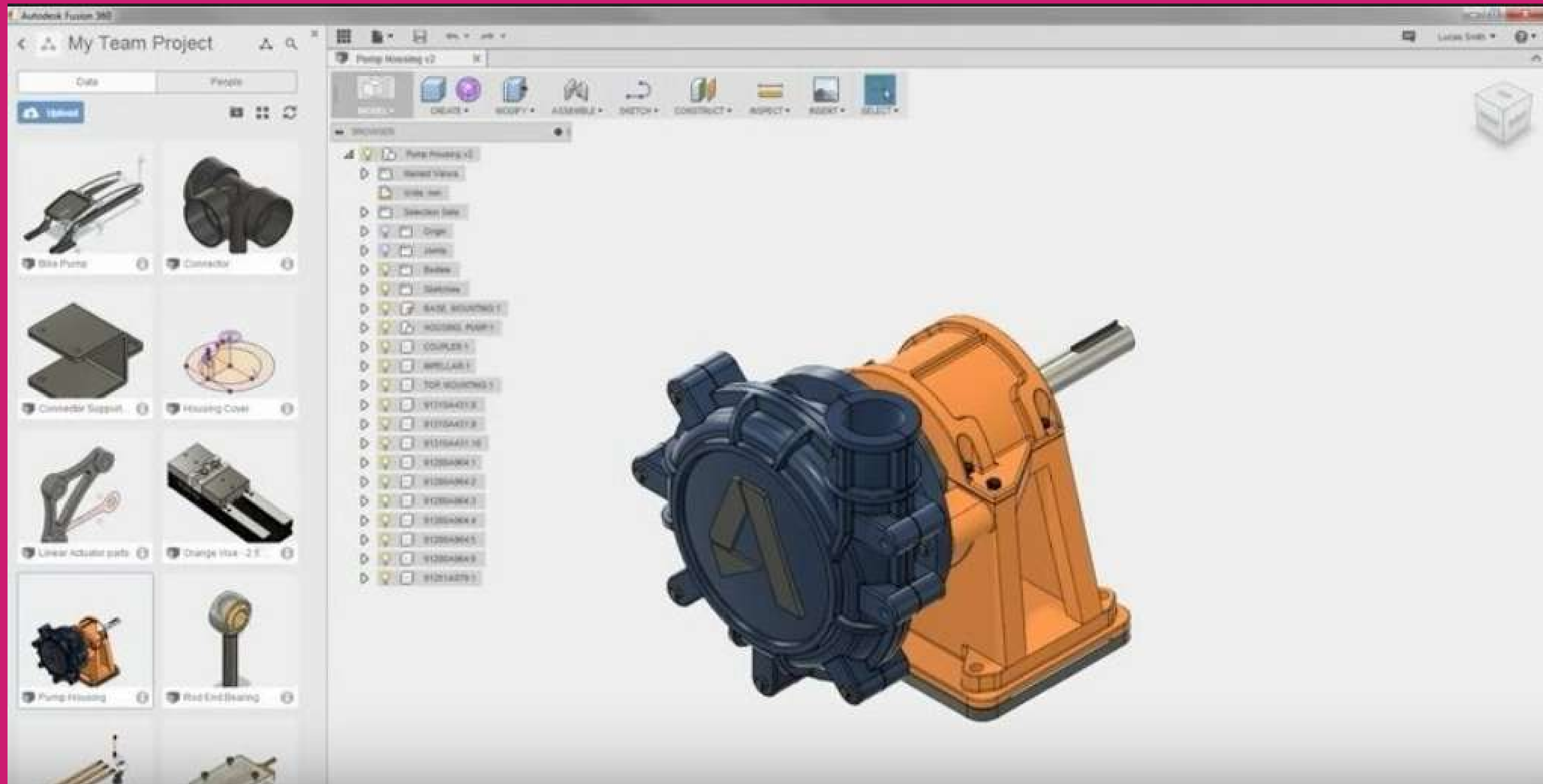


Inkscape





Fusion 360





**Et concrètement
...?**

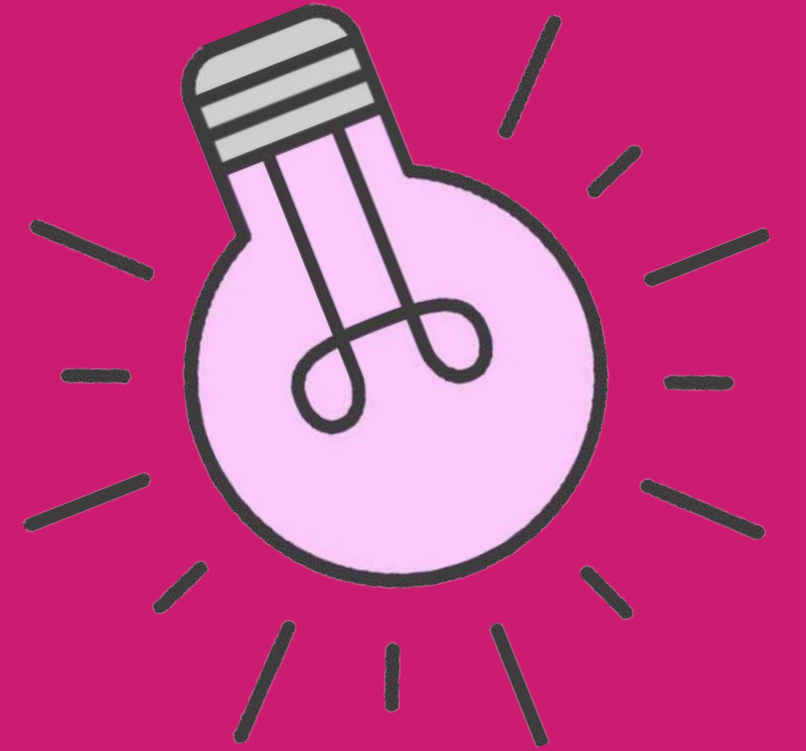




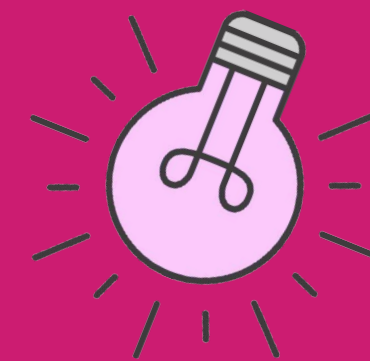
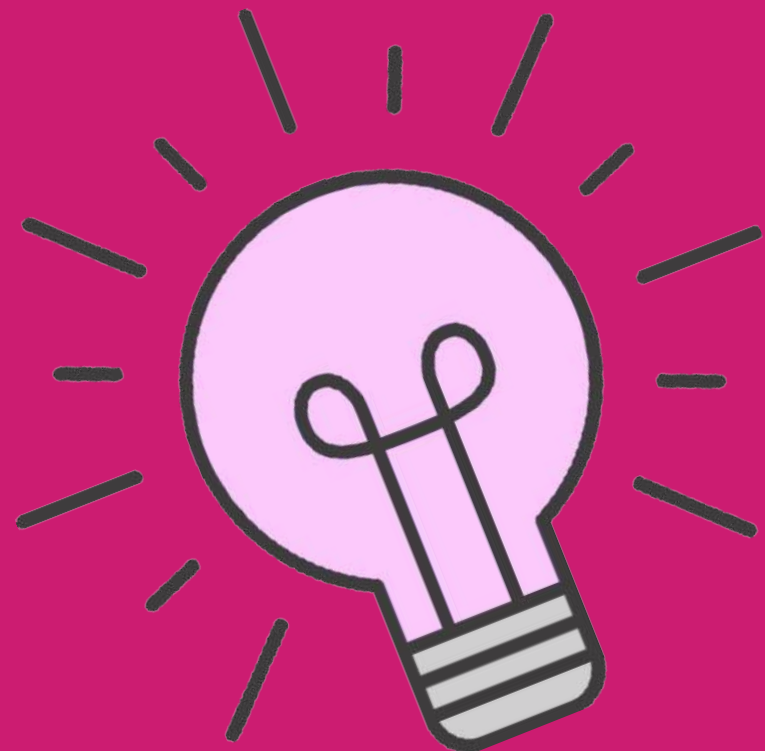
**RÉPONDRE À UN BESOIN
CIBLER L'OBJECTIF, LE PUBLIC,
LE CADRE ...**



2



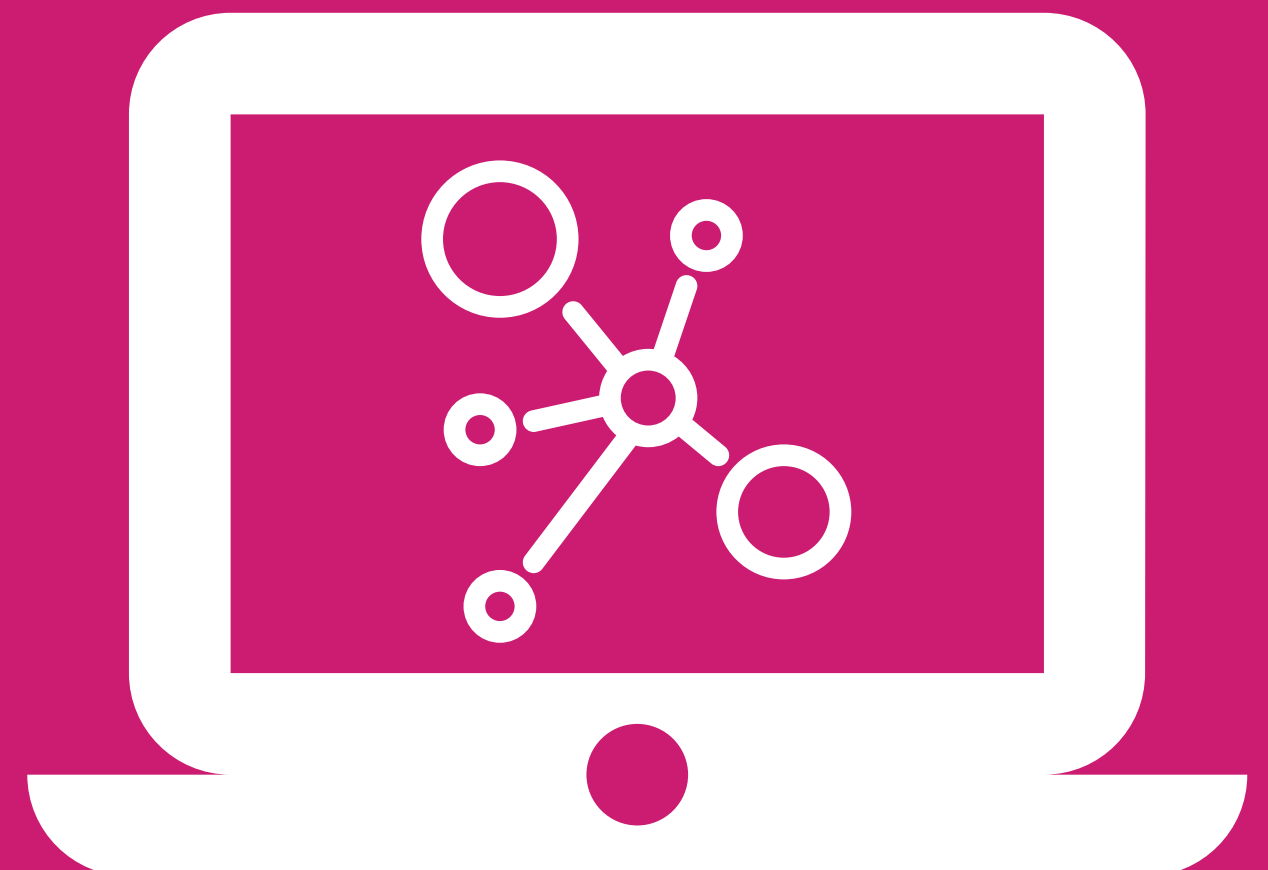
CONCEVOIR DES IDÉES



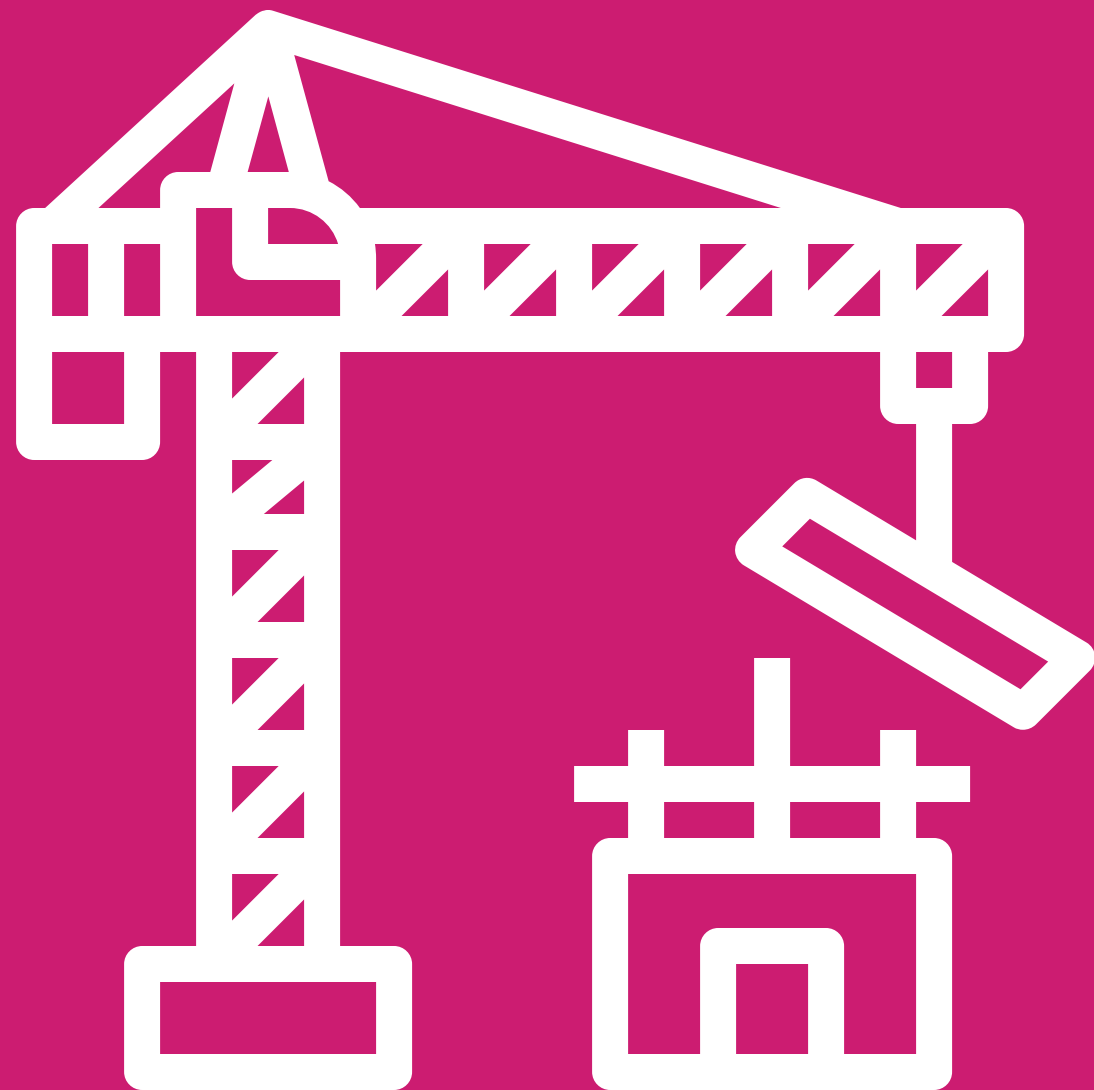
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EXPLORER



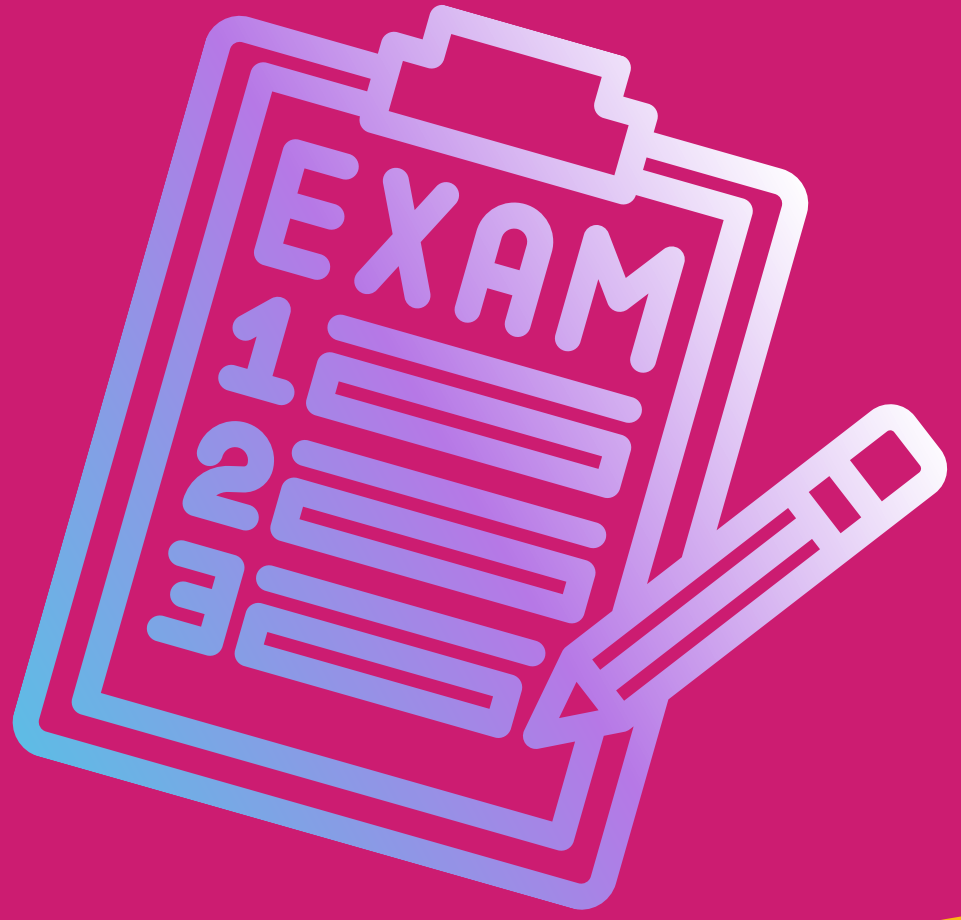
4



PROTOTYPER



55



TESTER



6



**MODIFIER, AMÉLIORER, ADAPTER,
FAIRE ÉVOLUER**

Et
maintenant
?



On se lance !





DO IT!