## Advice from a (graduated) student if you want to learn more about CAD:

> CAD programs actually offer their own built-in tutorials, and this is how I was introduced to CAD in a class during my freshman year of High School. If your student wants to learn, definitely the best first step is to go through some of these tutorials, and they can be found in the SolidWorks client under Help, and then 'SolidWorks Tutorials'. They've made very simple and easy to follow graphical walk-throughs that start with the basic approach to getting started in CAD, and then sections on 'Basic Techniques' and 'Advanced Techniques' that I think will give them a really great exposure to a lot of the functionality that CAD has to offer.
>
> Then, I'd say that the next best thing really is to practice. The tutorials will let you know just about all that is possible to do with the program, and then it's up to you to go and try to make things that you want to make and see if you can utilize the features you've learned.
> When I first started, I was so excited by it all that I would just find things in my house and try to recreate them with CAD! It's a silly example, but I think it taught me a lot about my own abilities and helped to challenge me to use more complex functions in order to make the CAD modeling easier and faster.
>
> One more thing I'd say that I learned from teaching a few people in my project teams, is that if you ever think to yourself "there must be an easier/faster way to do this!" then there probably is and you're probably doing too much work; just ask someone or look it up on Google!

> I've seen a lot of people in these past 3 years who didn't ask right away and ended up spending MANY extra hours on something that could have taken them only a few minutes. I think having this mindset while approaching CAD in the first place will help to get you much farther, much faster, in the world of design.