



Module Information Sheet



Other
Worlds

A Brief Description

Our adventure into time, providing the opportunity to explore simulations and develop thinking skills through mathematics. Following a trail of clues and puzzles in an attempt to find the missing professor, children are challenged with a series of mathematical and logic problems.

Tips on using "Other Worlds"

1. Follow the adventure format to be presented with a series of challenges.
2. Use your mouse to explore various scenes and start animations.
3. Store useful objects in your backpack. (They will all help you solve the mystery.)
4. If you do not complete the adventure in one session, it is easy to return and choose one of nine starting places.

Curriculum Information

QCA Scheme of work (ICT)

Unit 3D Exploring Simulations.

The National Curriculum in England for Mathematics (KS2)

Ma3: 1c, 1g, 3a, 3b.

Problem solving.

The Scotland 5-14 Guidelines for ICT

Controlling and Modelling: Level B, C.

The Scotland 5-14 Guidelines for Mathematics

Problem-solving and enquiry.

Shape, position and movement: Level B, C, D, E.

Number, Money and Measurement: Level B.

The Northern Ireland Curriculum for Science and Technology (KS2)

Planning: b, d. Interpreting and Evaluating: b, g.

The Northern Ireland Curriculum for Mathematics (KS2)

Processes in Mathematics: Using Mathematics: e, f.

Communicating Mathematically: a, c.

Mathematical Reasoning: a.

Shape and Space: Exploration of Shape: a, c.

Position Movement and Direction: a.

The National Curriculum in Wales for Information Technology (KS2)

IT: 2.1, 2.2.