



Paint
Rockets

Module Information Sheet

A Brief Description

An opportunity for younger children to develop their modelling skills. Change just one variable or up to three as they direct their paint rocket towards its target.

Tips on using “Paint Rockets”

The default setting allows the children to vary just the angle of take off. Using the teacher controls, it is possible to introduce two further variables:

- a) The power of the rocket.
 - b) The model of the rocket (This affects the flight path).
1. Choose which airborne obstacles you need to avoid.
 2. Direct the rocket by adjusting the variables on the settings page.
 3. Launch the rocket to see if you are correct.
 4. It is possible to change the settings as many times as necessary.

Curriculum Information

QCA Scheme of work (ICT)

Unit 3D Exploring simulations.

The National Curriculum in England for Mathematics (KS1)

Ma3: 1.a, 1.d, 1.e, 1.f, 3.a, 4.b.

The Scotland 5-14 Guidelines for ICT

Controlling and Modelling: Level C.

The Scotland 5-14 Guidelines for Mathematics

Shape, Position and Movement: Level C.

The Northern Ireland Curriculum for Science and Technology (KS1)

Interpreting and Evaluating: d.

The Northern Ireland Curriculum for Mathematics

Using Mathematics: c.

Mathematical Reasoning: a, b, c.

Position, Movement and Direction: c.

The National Curriculum in Wales for Information Technology (KS1)

IT: 2.1.

The National Curriculum in Wales for Mathematics (KS1)

Ma1: 1.1, 1.3, 3.1, 3.2.

Ma3: 2.1.