



## Module Information Sheet



## Rocket Challenges

### A Brief Description

An adventure program addressing simulation and modelling. A series of challenges face the children and their compressed air powered rockets. Adjust up to three variables to see "What If". Each challenge is slightly harder than the last, calling for the further development of logical thinking.

### Tips on using "Rocket Challenges"

1. Follow the adventure format to be presented with consecutive challenges.
2. To set up the rocket adjust any or all of the three variables: Angle, power or weight.
3. Fire the rocket to see if your calculations 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 (KS2)**

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

#### **The Scotland 5-14 Guidelines for ICT**

Controlling and Modelling: Level C, D.

#### **The Scotland 5-14 Guidelines for Mathematics**

Number, Money and Measurement: Level B.

Shape, Position and Movement: Level C.

#### **The Northern Ireland Curriculum for Science and Technology (KS2)**

Interpreting and Evaluating: b.

#### **The Northern Ireland Curriculum for Mathematics (KS2)**

Using Mathematics: e, f.

Mathematical Reasoning: a, b, c.

#### **The National Curriculum in Wales for Information Technology (KS2)**

IT: 2.1, 2.2.

#### **The National Curriculum in Wales for Mathematics (KS2)**

Ma1: 1.1, 1.3, 1.4, 2.3.