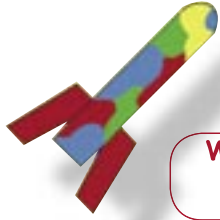


Paint Rockets

Use this worksheet to record your moves.

How many attempts will you take? Think carefully each time about what you need to change to hit the target.



	Which rocket?	Angle	Power
1			
2			
3			
4			
5			
6			
7			
8			



What happened?	What needs to change - more angle? less power?

How many attempts did you take?

Have another go - and see if you can beat your best score

QCA Science Unit 2E Forces and Movement

Learn that pushes or pulls can make things speed up or slow down or change direction

Suggest a question to test and predict what will happen

Make measurements and record these in a prepared table

Say whether the prediction was correct and try to explain the results

QCA ICT Unit 3D Exploring simulations

Learn that computer simulations allow users to explore options

Explore the effect of changing the variables in simulations and use them to make test predictions

