STEM Games Pod 2: In top gear

Lesson 5 The right kit

You will be able to:

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- design, carry out and present a scientific investigation to improve a piece of games equipment
- use a chart to plan a fair test
- construct a table for collecting data
- draw line graphs and bar charts
- design a scientific research poster.

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Class:						

In this pod you will be able to:

- investigate how new technology has improved performance
- find out how different materials are used to make specific sport shoes
- conduct tests in order to improve a piece of equipment
- investigate how changing the rules will affect the nature of a game
- design and test a new piece of games equipment
- present your results



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Lesson 1 Pedal power

You will be able to:

How did you do?

- describe some of the improvements in bicycle technology over time
- explain why the rules of competition must change with new technologies
- use images to construct a timeline
- draw and interpret a line graph
- make an annotated diagram.

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Lesson 4 Moving the goalposts

You will be able to:

- use attributes analysis
- design a new version of a game for a particular set of participants
- explain how any changes have affected the game
- produce a storyboard.

How did you do?		
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Lesson 3 Testing equipment

You will be able to:

How did you do?

- design an experiment to improve a simple piece of sports equipment
- use evidence to develop an explanation.
- communicate the outcomes of an investigation.

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Lesson 2 On the run

You will be able to:

- plan and carry out a controlled experiment
- design a poster
- investigate the grip of a range of sports shoes
- explain how sports shoes are designed for their specific purpose.

STEM Games Pod 2: Up to the mark – Reflections



Things I found I was good at	
1	
2	
3	
Things I was less good at	
1	
2	
<i></i>	
Things that I found difficult	
1	
2	
3	
Things I'd like to find out	
1	
2	
3	
<u> </u>	
Other comments	