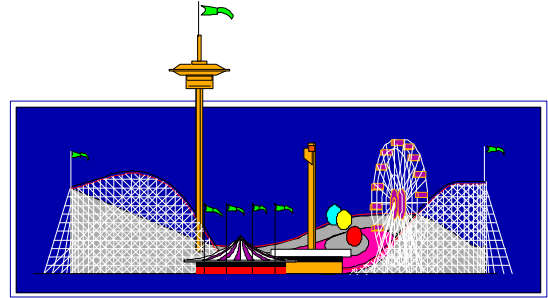




Theme park - KS1 Challenge Sheet

Build some exciting models for your Theme Park. Start with a simple swing and then try a Ferris Wheel or Roundabout Ride – remember they must move! Can you power your model with a motor? What name would you give your ride?



Educational objective

A practical project which helps the children to understand the effects of forces in motion and how their model can be moved realistically. The project may be used as an introduction to the topic, or to reinforce work already done in class.

Approach

Whole class discussion about theme park rides. Group activity with the children working in pairs, using K'NEX, to design and build their own theme park rides. Start with a simple manual model then add a battery motor to make the model move.

Specific skills to be developed

Manipulative, designing and making skills, social and problem solving skills.

Cross-curricular links

Ideas for extension activities

How do other theme park rides move?
Make models using other materials.

Equipment we will provide:

boxes of K'NEX

K'NEX battery motors

figures

Subject skills / Desirable outcomes

Structures
Mechanisms
Designing skills
Making skills
Shape, space & measure

Life skills

Innovation skills
Problem-solving skills
Team working skills
Communication skills
A 'can-do' approach